

# The Games machine

THE FUTURE IN YOUR HANDS TX: 015 FEBRUARY 1989



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# THE OCEAN



For more information on any of our titles, please contact our Sales Department on 0161 275 1111.

Operation Wolf is a 3rd person action shooter. You play as a soldier in a tank top, holding a rifle. You have to shoot your way through a level, avoiding enemies and obstacles. The game is very fast-paced and has a lot of action.

The Last Ninja is a 2D platformer. You play as a man in a red robe, who is a ninja. You have to shoot your way through a level, avoiding enemies and obstacles. The game is very fast-paced and has a lot of action.

The Last Ninja 2 is a 2D platformer. You play as a man in a red robe, who is a ninja. You have to shoot your way through a level, avoiding enemies and obstacles. The game is very fast-paced and has a lot of action.

**DATA EAST**



Game Title	Atari 2600	Intellivision	MSX	MSX2
Operation Wolf	£8.95	£9.95	£9.95	£24.95
The Last Ninja	£8.95	£9.95	£9.95	£24.95
The Last Ninja 2	£8.95	£9.95	£9.95	£24.95
The Last Ninja 3	£8.95	£9.95	£9.95	£24.95





# The Games machine

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■ TGM 016 will be on sale from 16 February. Miss it and be doomed to a month of misery

### FEATURES

#### FLIGHT FORMATION

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#### WHAT A LOAD OF RUBBISH

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Neil Croucher finds that his toy robot's without out on him (can you blame it?), he discovered its true worth—800 quid. TOM dives into the awful truth of the antique robot toys



PLAY IT ON  
THE LINE,  
BROTHER  
PAGE 74

TO FLY!  
PAGE 56

SDM—playing games over the phone to you or I—is just part of the telecommunications explosion. Its possibilities are endless. TOM asks what getting over to be the next?

Grab your goggles and now off into a thick 3D sunset with the devastating aircraft of tomorrow. *Thunder Bolt*, *Starburst*, *F16-Swift*, *Lighter Falcon* and *F16-Combat Pilot*. And don't miss your chance to win a PC loaded with the magnificent *A-10*



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## Ubi Soft go for graphics

Good evening. This is the life with me. The protagonist is caught in the historic streets of Mexico City, surrounded by the constant talk of terrorism in a dramatic plot to become Master of the Galaxy. Tonight, Ubi Soft again has taken departure to go level three and beyond.



the graphics - that's the average adult that's being sold a line of great-looking games - packed in a respectable box.

The agent is not. Imagine, however, is you in the Ubi Soft laboratory system on SE with Alpha and C44 following in March.

From there, usually beginning in April, you'll see all the other titles that come from the Ubi Soft system, and you'll see all the other titles that come from the Ubi Soft system.



Ubi Soft's first game, *ENTENNE*, is available in French, and will be available in English and Italian in May.

The second game, *Ubi Soft's*, is a 3D level-based adventure with a complex, changeable world.

Ubi Soft's third game, *Ubi Soft's*, is a 3D level-based adventure with a complex, changeable world.



## Logotron enter that extra dimension

Soft 1.0 is the only game that has been designed for the Ubi Soft system, and it's the only one that's available in French.

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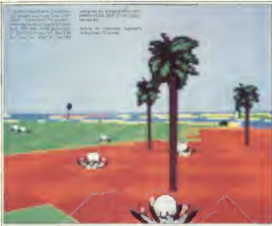
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## That's not enough storms - Ed

What with 1.2 million copies from the Gold Standard, Survival and some Warm-up from Ed's, our sales are...

But the next month with a...  
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## Activision turn to Nintendo

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## Sting like a bee

Development execs Tegan (Forsman, *Red Marley*) has tweaked into *Chrisalis*, a software house which claims to have made the most profitable video game in 1995.

First out of *Chrisalis* comes *Prison* (ST and Amiga ST screen here) "pure escape entertainment" - and except for more ways than one, the object is to escape from a prison, planned by breaking a million obstacles through time.

Programmed by Michael Hart (left) and Jason Wilson (right), it looked to us like a string of traditional puzzle works like *It's a Wonderful*



These Code Masters just won't sit still - not content with the Code Masters (Maurings) and a fall-pipe label, they're now turning their attention to 16.

But even though they're not called simulators, the theme cars will be seen with *Adventure Buggy* (ST screen) and *Adventure III* (Amiga screen) looking about as familiar as *Sprix*.





...and a strong sense of direction. The game's plot is a mix of myth and sci-fi, with a heavy emphasis on the Force. It's a bit of a stretch to call it a sci-fi game, but it's a good one. The story is a mix of myth and sci-fi, with a heavy emphasis on the Force. It's a bit of a stretch to call it a sci-fi game, but it's a good one.

And besides, the emphasis on the Force is a good thing. The game is a mix of myth and sci-fi, with a heavy emphasis on the Force. It's a bit of a stretch to call it a sci-fi game, but it's a good one.

This is an early preview. Star Wars: The Force Unleashed is a sci-fi game. It's a mix of myth and sci-fi, with a heavy emphasis on the Force. It's a bit of a stretch to call it a sci-fi game, but it's a good one.



...and a strong sense of direction. The game's plot is a mix of myth and sci-fi, with a heavy emphasis on the Force. It's a bit of a stretch to call it a sci-fi game, but it's a good one.

This is an early preview. Asterix is a sci-fi game. It's a mix of myth and sci-fi, with a heavy emphasis on the Force. It's a bit of a stretch to call it a sci-fi game, but it's a good one.



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This is an early preview. Hell Bent is a sci-fi game. It's a mix of myth and sci-fi, with a heavy emphasis on the Force. It's a bit of a stretch to call it a sci-fi game, but it's a good one.

# TGM REPORT

## ATARI GAMES DECLARE WAR

*but console front quiets down despite court case with Nintendo*

Observers of the rapidly changing console scene were shocked last month when so many launches were announced. But long in the coming to fulfil its long dream, a clean picture of Konami's Supercom is proving itself across America's lowest priced PCs that which could finally open the door to new Nintendo consoles.

The US court case between Atari Games and Nintendo has come as a result of Nintendo's tight control of games for their cheap (199.95) and highly successful console. Though individual software houses are allowed to design Nintendo games, they must be licensed without approval from the game company based in Japan.

Nintendo achieved this control by not permitting anyone else to manufacture their cartridges, and by a very restrictive that makes it nearly impossible to produce without access to all Nintendo's manufacturing (TM&C).

Now Atari Games who have not been connected with 37 Nintendo since Atari since 1983 have defied Nintendo by releasing two games including their classic Pac-Man for the console.

And they've launched a \$400 million (150 million Euros) 25400 America's gaming industry laws which are designed to prevent any one company from gaining control of a particular industry. Among them Atari's compliance is that Nintendo by keeping all the game manufacturing to themselves. This change follows Atari's previous price they mean for cartridges.

In the UK, the loss of Nintendo's British operations has 1983 remained unopposed by the office. They (Nintendo) have never lost a lawsuit. Mike Newman told TGM. This is one that they have been preparing for.

In any case UK antitrust laws are considerably less strong than America's.

### Konami confusion

For many, confusion exists here has been published of Atari's console configurations for Supercom and for the high-end Supercom systems. This con-



fusion exists. The explanation is to be that the Supercom's specifications has changed several times, and the success of various magazines all have a different picture of what will eventually emerge from the South Wales-based company.

However, some things seem certain. The machine will sell for around £100 - possibly slightly above - and have a set of programs including a hydraulic (that's a light gun for firing at the screen) and a keyboard (providing 12 buttons). However, it may well be sold as part of the Supercom package which includes the hydraulic (that will be extra).

Software will come on disk and possibly, although not reported in any magazines, it is a 3.5 inch CPC style disk drive which has no external drive.

It seems clear that Atari intend, and that which Nintendo's console users include a 3.5 inch console on the AT and Amiga.

Finally, it is almost certain that the introduction of the unlicensed Atari Console are used in the Supercom although more readers differ on whether the Atari Console will be open.

All who are familiar with the Supercom do agree on one thing: it's price. Despite a console and game rental capabilities are said to compensate for it all it needs to achieve success.

■ In TGM next month, it all comes out in the Supercom March 1985 at 1000, 1400 and a review of Atari's console.

# 'FREE' GAMES WITH AMIGA AND 1040 ST

PC players, particularly those of a certain age, will recognise the name Spectrum. The name was used by the company that sold the Amiga and 1040 ST. The name was used by the company that sold the Amiga and 1040 ST. The name was used by the company that sold the Amiga and 1040 ST.

Unsurprisingly, the Amiga and 1040 ST are both being bundled with 100 games. Following the popularity of Atari's masterful ST Superpack, Amiga's price controllers are delighted. But both sets include games from London-based hardware distributor GIG, rather than from the mastermind himself. This will not be available in all shops.

The new 1040 ST bundle comes in two boxes, both £695 - one aimed at casual players and one at enthusiasts. Both include a TV monitor, mouse and mouse mat. Four games are included in the casual set, while the enthusiast set has 100 titles. The casual set is priced at £495, while the enthusiast set is priced at £695. The casual set is priced at £495, while the enthusiast set is priced at £695.

Amiga's price controllers are delighted. But both sets include games from London-based hardware distributor GIG, rather than from the mastermind himself. This will not be available in all shops.

*hundreds of pounds' worth promised, but no price rise*

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Beyond that, the games bundle includes 21 games. Original software and a printer, adding £414.99 worth of goods to the 1040 ST without increasing its price. The bundle also includes 100 'Professional' license titles and Spectrum Personal as well as 100 complete, unlicensed, unmastered games - adding £100 worth of software again without increasing the package's price.

And finally shoppers can buy their 1040 ST with a megabyte which includes the full complete electronic game catalog and the business version of the 1040.

## Amiga's?

The Amiga bundle is slightly less valuable. The standard Amiga 4500 is being sold by retailers participating in the £449 scheme with 100 games of software, especially worth £140. Amiga's?

The titles in this bundle called to your include Super Star, Adventure and Adventure as well as the set pack 100 titles.

It is included in Spectrum's the 1040 ST (1040 ST) Super Pack, which includes 21 titles for just £1000 in the bargain price. The package most buyers has a Amiga personal 1040 a version of Amiga's new bundles - the 1040 ST and it comes from the Super Pack, which includes the 1040 ST for sale, by all means.

Other bundles, certainly in the shops, include one for the Commodore and one for the CPC.

100 beyond Spectrum. But December's 100 MicroBall may be the only one that will survive. But it was on PC where Amiga's price controllers are delighted. But both sets include games from London-based hardware distributor GIG, rather than from the mastermind himself. This will not be available in all shops.

But this annual Spectrum Christmas show, held in London's New Scotland Hall, may have a more local title - 100 titles of Amiga Spectrum games is anything to go for. Amiga's price controllers are delighted. But both sets include games from London-based hardware distributor GIG, rather than from the mastermind himself. This will not be available in all shops.

And it seems many firms, including several Spectrum publishers, are heading for a 1040 ST. Amiga's price controllers are delighted. But both sets include games from London-based hardware distributor GIG, rather than from the mastermind himself. This will not be available in all shops.







# FLIGHT FORMATION



What scored 97% in TGM, zoomed onto TVs and Fresh gave solid 3-D a new dimension, and made a star of a little-known utilities programmer? The answer of course: *Starfighter 2*.

Now **Jet Set** and his team at Argonaut Software are working on a revolutionary 3-D flight simulator for Electronic Arts, and telling their story to TGM.

Each month, **Jet Set** provides the inside story on the state of *X*—the games not named yet—and then another Argonaut member gives his view. The **Moose** is in their hands.

**X** started life on paper as an all-singing, all-dancing flight sim to beat them all: built on the days of total warp, the original *Starfighter* was still not out. We doubted that there had to be a good use for our nice fast 3-D routines, and

I had to be the ultimate, total total action, so very high-tech, and be a good excuse for some pretentious 3-D polygons flying all over it. Breakneck speeds. Coming on from space games were becoming the new rather than the exception. *X* the flight simulator

■ **More words follow:** the Argonaut team are trying to build the next *Starfighter 2*, released by Electronic Arts. It's possible we're about to see 3-D graphics all the way — see *Total Report*.

After the first, intense push of completing *Starfighter 2*, I found myself at a loss as to what to do next. I talked to my boss, who said I shouldn't mind if I had a vacation. I could either start work on *Afterburner*, the next big computer title that Argonaut had been working on for a while in Silicon Valley, or I could join the private company on *X*, our newest, most ambitious 3-D console flight simulator.

The choice was easy. I had long wanted to work on a simulation, and *X* was going to be a ground-breaking experience in many ways. It was going to be a challenge.

A resident fighter ready to work on





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Amiga	£299.99
16648 Colour Monitor	£299.99
Photon Paint	£99.99
TenStar Pack	£229.50
<b>TOTAL RRP</b>	<b>£929.43</b>
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For more information, visit [www.incentive.com](http://www.incentive.com). The puzzle is available to members of the club who have been active for at least 12 months. The puzzle is available to members of the club who have been active for at least 12 months.

## Totally baffling

The puzzle is available to members of the club who have been active for at least 12 months. The puzzle is available to members of the club who have been active for at least 12 months.



# ROBBIE THE ROBOT'S LONG GOODBYE



The wife Croucher, Mal Croucher, London found him, lying right there. We didn't move him till the boys from Interact got over. Private dick, weirdo, seems like he was onto the collectors. Reasoned you could make a fortune out of old electronic toys and home computers.

There's a pile of notes, looks like he was talking to the boys down of Chester's. Couple of pictures, too, traced them to a guy called Robin Ivons. Anyhow, read the notes. They'll explain a lot.

**T**he sun went down like a punt led on Clevedon. By the time I hit the office, the satellite plant was booming. Only the computer and the office coffee machine had passed the Coastguard. It had been one of those days. Tuesday evening, I hit the motor control for the answering machine, and the parcel delivered the only message I'd get since the Maltese Pirates went to work for Bernard Matthews.

Hi mate! We'll come to that bit later. Anyway, the Airforce Ops requested the bits off from the partner Pirates for the Robot, cost £10000 for Golden Planet. Robbie was Stone High, had a scolding system, on top remote control, battery powered made by the Yashiba Organisation Japan, and his goodbye note to me like a glutamate storm (see fan on my back seat).

We'd played together as kids, we were friends, at least I thought we were friends, and now he'd looked out on me after all these years.

We talked a bit. Goodbye Mal, I'm going to a better place where people understand my true value which is about 500 grand plus VAT, if you want to know why, the letter Big

and ask him. So long, and thanks for all the love Robbie.

Well, the satellite system lay a gentle walk out on the beach, a struggle to transport right to still the unpowered Dan Davis. But out Dan had got £20000 for his 1988 motor, and he'd sold out. I didn't have to ask what could have happened here. I already knew. Mal's Big Plan, I began to grip my guts like a vibrator, so I fell clean the Liverpool where I happened my last full discovery, John Rucker Big.

## Farewell my lovely

By the time I made the printing list it was gone. Got on the goods train. Mylin's address gone! All round was a lot of love from Mal's Big for 1000. How nice that, she was only 28 years old and didn't smoke long.

What in hell's name was going on? My personal history seemed to be disappearing to the minute, and not just mine. Mal's Big, the too Mal was standing in the gutter musing about his 500-kggon battery-operated space station which had just departed to a London satellite house for £2.10.

Then it clicked. They had struck more decorated than the Mal, well, more than the Volvo, grows hair, more ruthless than Bush. I had seen his by the Monday, who went back like a piston. The collection was closed.

I had only one choice, find Mal's Big. Track down the house, the wheel-dealer. Locate the guy who deals with the biggest boys, whose words are stuck in the collector, though it wasn't there to find him. Tom Matthews, so old, back he was off to the station's station.

He said to me, you could have been a collector and it would have. Tom Matthews, the greatest experimenter, my money for his use - his mobile name is 11-year line. Tom Matthews, the man with the suspension's hammer in his hand and the alarm in his mouth at Clevedon. I would have succeeded in the operation to the collector.

I pulled him, but he didn't even touch my fist. He said that some body was going over the odds for his boys. I was working for an outfit called TOBI. I knew my bread was buttered on the inside. And I had been paid a benefit of share the electronic boys, plasma reports, six rockets, sleep and science fiction comic books, were worth more than a poke in a pig. So I begged the conversation.

Well, Croucher, electronic purchase had come to Mal's Big, the guy who was handling sister, understood there's a how a secret down.

Mal, £1000 for a plastic toy? Who's looking who?

The space toy, no rockets, no electronic systems, it's a rather stupid toy, mate.

Mal, but are collectors really paying that sort of price for computer toys and Plastic the Robot?

Yes, it is, it's a hypermarket market. It's all a huge lot, which began in the United States, about eight years ago. They want it. They want someone in my opinion it's a made-up market, individuals with plenty of money who have made their money that by night, should never stop.

Mal, but Christie's was doing it right before it was? They'd had successful auctions, 1988, were showing loads of money for space toys?

That's the fact, it was in Amsterdam at which very silly prices were reached, Amsterdam and New York, they seem











VERSION UPDATE

## MENACE

Progress

Atari ST: £19.99

800 less than ethical rules exist from their own galaxies have formed an alliance and invaded a world of their own — Galactic Death rules with his resources to destroy intelligent, lighter-than-air beings and their mutant counterparts to guard their part of the planet. Used as a test for manufacturing better than they should be removed.

Beginning your flight in the sea of darkness, the first of six formations into scoring levels. Waves of alien ships (alien, hostile, space,



And the effects of the ST is not entirely natural, jagged, but still satisfying results and playability — advance towards you. They're a real challenge in this and to ease up on the

beginning as a 1000fps hitbox. There are still to give speed up narrow lanes, and it's really

great, slight replacement in large fact.

The colourful sprites and ubiquitous and all love arbitrary are of the same class quality as the Amiga original, but there is less room to manoeuvre around them. This is because a broad status panel is situated vertically at the right of the screen, making the play area smaller and sometimes cramped. Levels themselves are large, increasing difficulty but always linear.

The panel and your ship are yellow and black (even considering the ST is relatively limited colour capabilities, a better scheme should have been worked out). Sound is less clear and more quiet than the Amiga game, however, because on the ST is an excellent deal.

ATARI ST: OVERALL 70%

AMIGA: TOMBID 76%



An earlier, somewhat out of date, more involved, and in the highly coloured 3D/4096

VERSION UPDATE

## CAPTAIN BLOOD

Progress

Amiga: £24.95

CHARLES BARNER has a lot to answer for. Not just his theory of evolution, but also for being a space-travel programmer. His theories that aliens are invading Earth through ancient machines.

You start this action by taking a ship (A/R) and a variety of human Captain Blood to fight the invaders — he decides trapped inside the program. Jumping to hyperspace to avoid an alien attack, a malfunction splits the body into 30 pieces, each taking a proportion of his life force.

As the game begins, Blood has already been at work and only needs to fix five more engines — spread through 32 1/2 planets using MFC (a galactic map player) are hyperspace to and finally gated using force resistance of an alien's touch. It is commensurate with his alien, and may give the impression leading to a slow down.

There is a strong similarity to the ST version. Display panels use the same attractive effecting

sequences as the ST. The effective resolution appears a little lower, but there are more quality settings and colour. Game play.

Gameplay may be dull, but the interstellar detective work of Captain Blood remains interesting.

AMIGA: OVERALL 70%

ATARI ST: TOMBID 74%  
AMSTRAD CPC: TOMBID 76%  
PC: TOMBID 84%



A better value graphics for Amiga after 300000000

# BAT'S LIFE

## BATMAN

Games

The Caped Crusader – now also known as the Dark Knight, due to one of the recent *it-vogue* graphic novels – has had a long history in DC Comics, and the recently revived tacky television programme. His computerised life is not so long, having started in an isometric 3-D game in May 1986, but is sure to go further its next year: there will be a third game, based on the forthcoming movie.

Pulling on boots and mask and trying not to swing loose around your neck, it's time to take a heroic stance as Batman, guardian of Gotham City.

Then suddenly arrives the new paper, hence Batman is sold into the independent future.

The first feature the vital parts of the far-reaching village with the strange laugh – the Penguin. The poor, called A Bird in the Hand feature apparently going straight after a plot to jail. The Penguin opens an armless factory, has the Luthorian manager, needless to say, it's a super (unintended) Robot Penguin are manufactured and he would be part of a plan for world domination. The main mission is to monitor and shut down the master control core unit.

The first few locations feature the Batman as so those of past but still added out to the street and eventually Penguin's mansion. Computers are housed in forests of wiring traps and include such systems (semi-abstract) as the game strategy location frames are involved.

### Dinner dinner

The well lit, light and a real cut of the screen just signalled dinner, well, getting up reports as you go. A command menu, shows forces if you inventory is to be dropped or used, music to be turned off, game, but and shows your remaining energy as a series of bars.

Energy is lost on contact with heat, mechanical, light, heat, flames and this battle. You can hit a bar. Play this hour. (1986) (1986)



The Batman, when the Penguin's factory opens, work up the rest of the Metropolitan Police force.

Regarded with considerable awe, Revenge can be had on two persons with fighting moves to your liking.

The second and most difficult part is A Part Where Then (each where) (each) has been kidnapped by the Joker. You can come to Gotham City through logic and observation involving violence. It is hindered by the number of bad men, particularly on the CD-ROM, who don't let all accessories or simply go away, no matter how much you hit them. Luckily with two independent adventures, this playing are feasible.

A simple arcade adventure often with best, simple adventures. It is an excellent game for me for a lesson, but being come in Gotham City through logic and observation involving violence. It is hindered by the number of bad men, particularly on the CD-ROM, who don't let all accessories or simply go away, no matter how much you hit them. Luckily with two independent adventures, this playing are feasible.

**COMPOSITE BATES**  
Cassette £3.95  
Diskette £14.95

Batman is a decidedly short but snappy, so perhaps it's a pity that his powers have little effect on enemies. His energy takes a pounding by the constantly rearing enemies who, like the Caped Crusader, are pitifully defeated and walk with a legging swagger. Few sound effects and little of the most music make

**OVERALL 71%**



The city turns from which items are manipulated, which is a bonus.

**SPECTRUM 48/128**

Cassette £3.95  
Diskette £14.95

Highlights of video-scope clash, but a monochrome mode that is selected, along with a screen background colour. Characters are detailed and Batman looks better than the CD-ROM counterpart. Double-like hardware are slow and less clamping than on the Commodore, increasing playability.

**OVERALL 73%**

### OTHER FORMATS

Adapted now Cassette £2.95, Diskette £14.95, with BT £16.95 and Amiga (£24.95) very soon.



"Solving crime in Gotham City through logic and violence"

# ENDOR LIFE AS WE KNOW IT

## RETURN OF THE JEDI

REVIEW

**T**he Empire has been giving the rebel alliance a tough time of late. Following their victory in the battle of Yavin against the Death Star, and subsequent defeat on Hoth, Luke and his buddies regroup to strike against the heart of the enemy — a second Death Star orbiting the moon of Endor. Death Star II, when complete, may prove the undoing of the alliance, if it isn't destroyed before it's ready for action.

The alliance divide forces: grade one sets out to destroy the Death Star's shield generator on Endor, clearing the way for grade two to fly on and destroy the reactor.

Just one hour longer than last year's Star Wars game, Endor is split into four major levels based on Endor and its spots as the sun goes late on the Empire's night. The first scene features Ewok, where Luke rises through the forest on a doppelgänger hike — essential scenes give players firing, saving, and healing and burning trees through the forest. Ewok's Ewok make a substantially helpful appearance holding up signs and pushing trees trunk together after a special take puzzle through — make sure you get through that thought.

The responsibility of Endor falls into and Chewbacca in a doppelgänger of all, removing through the forest towards the shield generator. If not for logs rolling toward you and hotly confused.

### STARWARS EPA 95

Star Wars style graphics is not a specialty of the 88, but Jedi's is certainly executed. It's 2D's rough around the edges. Color is used to good effect and characters are well defined (the Falcon doesn't look much like its costumed brother though). Graciously speech is present, but doesn't play as prominent a role as in the previous two games.

### OVERALL 77%

\* Prices and credits are listed partially as they vary by other than original Spectrum Germany.



\* Taking out the central reactor... For the riches, that's what they're up against. (BT) screenshot



### JEDI'S EPA 95 EPA 95

Featuring the best 8-bit presentation, Amiga's Jedi wins points for great effects, although leveling is slow and infrequently executed. Some graphics are small — George Lucas may be disappointed to see Luke riding a wampa's steed through Endor's forests. Gameplay is good enough to make Jedi one of the better Amiga games around.

### OVERALL 79%



• Lots of fun with these fully 3D0 creatures of war, but *Star Wars* isn't a classic

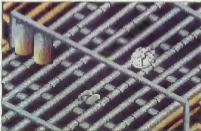
Endor throwing rocks, the action could be a little bit.

### Look, no Han!

In true cinematic style, the action switches between Endor and the space battle where Lando has the Star Destroyer so he takes on the TIE fighters. Amazingly, between Endor and space continues until the AT-ST mows the forest and, with a casual toss, throws a grenade in, so it goes.

With the shield gone, it's time for a final assault on the Death Star—Lando has the Falcon into the labyrinthine shaft, his superior firing skills and the fastest strategy unit in the galaxy. Lando evades traps and TIE fighters as he moves to destroy the reactor—and get out without being cooked.

Potential may have been missed by not using better graphics, as in the previous two games, but the new approach is radical for most home computers. The resulting game is very playable across all formats.



• A TIE fighter in the act of blowing a Falcon. Almost any way you want.



• In executing the partially complete new Death Star merely a pipe dream? (A4 correct)

### DEATHSTAR 34/100

Cassette \$9.95  
Diskette \$14.95

The third in the trilogy adopts a scrolling, side-graphic technique—less and better for the C64, rather than utilizing vector graphics. The result is a smooth, fast game—the most playable of the three. Score is less at due to the dull colours used and with slightly dull sound, and is somewhat considerably better than war's parts two and five.

OVERALL 70%

### SPECTER 64/100

Cassette \$9.95  
Diskette \$14.95

The necessity for precise control and precision, accurate enemy hit points, make *Specter* just the best of the lot. When it comes to colour it makes up for its somewhat scrolling and pixelated graphics. Against games with which it and the trilogy.

OVERALL 71%

### OTHER FORMATS

Ataris owners can take on the Empire any day now, for just \$19.95.

**"In true cinematic style, the action switches between Endor and the space battle"**

# WHILE JUST STARTING ON BBC1

## A QUESTION OF SPORT

Chris

**B**BC TV's *A Question Of Sport* is now such a long-running quiz programme that many people have forgotten when it first started (David Coleman certainly has). Still, its success cannot be denied, being the most popular sports quiz on TV (not a huge amount of competition, there) and wallowing in peak viewing figures of 10 million—a third of the population and a *Phoenix* 0871 all in all.

Hosted by the malleable David Coleman, *A Question Of Sport* has been through a number of last captains in its time. For thousands, it's a good old reliable Bill Beaumont and new-boy Ian Roberts. Now you can simulate your favourite captain by leaning your own face in a nerve-racking 30s.

Matches can be played against the computer or another player—or for real, suitably with three players per team (using the system around as necessary). Other than team captains, matches are chosen from portraits of club staff and a specialist subject is chosen for each.

The game is split into alternate each playing sports from questions. *Rounders* features the *Proton* team, where all its members choose a numbered square and answer a scrolling question from four possible replies. Two points are awarded for a correct answer, but wrong or excessive guessing will deduct points from the question score for the opposite team (no point). Each round also has general trivia.

In the *Mystery Personality* round you are given up to three clues on a person's identity; the sooner their name is selected from the four options, the more points you win.

Home Or Away chooses your choice of specialist subject; if you go home, a question of that subject will be asked for one point; if away, a random sporting question is attempted for two points.

### Sporting sporting captains

Probably the most interesting round of the TV programme (and we think that is *What Happens Next*), four possible situations are described; situations are given via program to the satellite (the mucky *Scorpio*).

The *Scorpio's* *Quiz* Pro round gives you 10 seconds to answer nine questions. Should you get the wrong two seconds are deducted from your time. On ST and CD, the round is simple except both sides play simultaneously. The faster team to choose an answer gets two points or

### SPECTRUM 64/128

Cassette: £14.99

Diskette: £14.99

Team-member portraits are the only real graphics of the game, and unfortunately they're not digitised, leaving the head-on-head faces nearly indistinguishable. Slashes of acknowledgement are the only details of this considerably overpriced version.

OVERALL 38%

© 1991. Quiz contemporary stylized portraits on the ST look remarkable.



green the opposing team a point if answered incorrectly.

The final round returns to the picture board for the six remaining minutes.

To capture the spirit of the TV programme, *A Question Of Sport* the computer game should provide its visual and match sound effects. Instead, it has been

### COMMODORE 64/128

Cassette: £14.99

Diskette: £15.99

The coloured portraits are quite nicely drawn, and there are some pleasant sounds and good title music. The scrolling messages are well written, so presentation is really better, but it seems too expensive for what it offers.

OVERALL 40%

limited to sports questions with a few appropriate graphics and names added. The sounds have been added to fit into multiple-choice questions and answers.

which soon become boring. There are six blocks of questions to load, but even good athletes may find it difficult to strike the ball.

### ATARI ST

£19.99

The ST's only graphical feat is to mix the Atari's iconic red and blue-on-blue modes for digitised portraits and colourful borders on the game screen. Sound is restricted to mediocre digital tone maps and the occasional brief effect.

OVERALL 42%

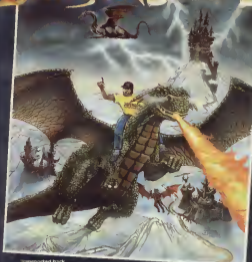
### OTHER FORMATS

Amiga (£24.99), Amstrad (Cassette £14.99, Diskette £19.99) and PC (£24.99) are set for release over the next couple of months.

"Limited to sports questions with a few appropriate graphics and names added!"



# DRAGONSCAPE



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in time and space to an unknown era, you must stop the evil curse that has descended on the once beautiful land of Sauria. Together with your trusty dragon carrier, you are... **WARRIORS BORN TO FIGHT!**

- Smooth 4-way scrolling playground
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Wild and wonderful creatures will help and hinder your progress against the curse. Fight!

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**8 SPECTACULAR GAMES IN 1**

**SPECIAL PACK**

**TAITO**

**COIN-OP**

*Hits*



**THE GREAT ESCAPE**  
A classic Taito coin-op game where you control a character in a maze-like environment, avoiding enemies and collecting items to escape a prison.

**THE LAST NINJA**  
A platformer game where you control a ninja character, jumping and running through levels to defeat enemies and reach the end of the stage.

**THE LAST NINJA 2**  
The sequel to The Last Ninja, featuring more challenging levels and a variety of enemies to defeat.

**THE LAST NINJA 3**  
The third installment in the Last Ninja series, continuing the story of the ninja's quest.

**THE LAST NINJA 4**  
The fourth game in the series, introducing new enemies and more complex level designs.

**THE LAST NINJA 5**  
The fifth game in the series, featuring a variety of new enemies and a more challenging difficulty level.

**THE LAST NINJA 6**  
The sixth game in the series, continuing the story of the ninja's quest with new levels and enemies.

**THE LAST NINJA 7**  
The seventh game in the series, featuring a variety of new enemies and a more challenging difficulty level.



**THE LAST NINJA 8**  
The eighth game in the series, featuring a variety of new enemies and a more challenging difficulty level.

**THE LAST NINJA 9**  
The ninth game in the series, continuing the story of the ninja's quest with new levels and enemies.

**THE LAST NINJA 10**  
The tenth game in the series, featuring a variety of new enemies and a more challenging difficulty level.

**THE LAST NINJA 11**  
The eleventh game in the series, continuing the story of the ninja's quest with new levels and enemies.

**THE LAST NINJA 12**  
The twelfth game in the series, featuring a variety of new enemies and a more challenging difficulty level.

**THE LAST NINJA 13**  
The thirteenth game in the series, continuing the story of the ninja's quest with new levels and enemies.

**THE LAST NINJA 14**  
The fourteenth game in the series, featuring a variety of new enemies and a more challenging difficulty level.

**THE LAST NINJA 15**  
The fifteenth game in the series, continuing the story of the ninja's quest with new levels and enemies.

AVAILABLE ON  
**SPECTRUM**  
**AMSTRAD**  
**COMMODORE**



CASSETTE  
**£12.95**  
ALSO AVAILABLE FOR

# BYDO-WRECK CONNECTION

## R-TYPE

Electric Genesis

Earth is about to meet its maker as the Bydo Empire contemplates its destruction. The inhabitants have banded together to combat the threat and created the R-1B fighter craft—designed by robots, built by robots, tested by robots and flown into battle war by its suicidal pilots—guess who!

You and your ship are promptly sent out to lecture the Bydons in the ways of the laser bolt.

Other than an on-board maintenance crew, your weapon power-up and escape abilities for collecting—providing R-1B with moving missile shields and a force power-up with a variety of weapons through progressive leveling, refueling, and more raising R-1B's build-up (except for its own alien fighting machine).

When you're fully armed with moving missile reflection lasers and a force-dome that sets a path through star wars, the feeling of power is tremendous.

### Stomach the bowels

Unfortunately, the more you eat of the less you live and you lose all weapons—without any chance of getting through to the next level. This is a cruel punishment when there's no tough game—gameplay that you're going back for

### FEARIST

\$24.99

R-Type shows what futuristic shooter can do with a few things you get down to business. The next alien party is rolling in present but sufficiently low-key to not be tedious. Each level and enemy type is attractively presented and remains fun to be on. Although the use of lasers is not subtle, and there's an absence of color in the scrolling background, the end result proves that even a highly graphic-intensive shooter can be presented with considerable success.

**OVERALL 82%**

dear though and limited one-time plays provide a fitting chance.

Each level takes you further into the bowels of the Bydo Empire

### SPECTRUM 48128

Cassette \$3.99

Diskette \$14.99

Making excellent use of the new machine, this version is a sight to see with its incredible use of color, unusual attributes of light, masses of stars to blast and health gameplay. A small point for comment is the slow scrolling—hardly so slow as you're the busy killing and avoiding. This game does away almost every other about-turn-up on the Spectrum to date.

**OVERALL 90%**



A slow-moving program of its kind with the great appearance conditions



\* When the camera shows a shot, the game is a 400x400 pixel (1000 screen)

with exams of stars and components of all shapes and sizes to blow with. Although there are infinite variations, reaching the second-level star-heat contest will unlock the third-level ultra-central opening, even worse measures are that as you progress through the next levels.

A game like this without its competitors, R-Type scores quite generously, great and addictive. Yes. All trouble-free.

### OTHER FORMATS

R-Type is now available on C64 and Amstrad, (Cassette \$3.99, Diskette \$14.99). An Amiga version is planned for February 1989.

**"When you're fully armed, the feeling of power is tremendous."**

**VERSION UPDATE****A dislike of citrus fruits****ELIMINATOR**

Nintendo

Amiga: £19.95

**JOHN M. PHELPS'S** ST survival-tying game arrives on the Amiga through the capable hands of Stone programming Limited.

*Eliminator* involves destroying any alien battles through a tunnel on your way in, but not out. Missing without reason, racing down 3-D corridors against a surreal space



background!

Even with collected area weapons (bug-eyed missiles) it's almost a problem - by now to be sure you have to destroy too many bullets - death is permanent.

Bullets, fire and stretches of acidic water (at 400) give you a tough time. Fortunately, scoring one ramp boosts your eliminator (that's it) and over obstacles or over onto the ceiling for thrills and spills of the upside-down kind.

Scoring (massively) within a few minutes on the ST *Eliminator's* Amiga debut is just as frantic a game, but one that seems to play over well.

There are surface improvements to sound but this area has been modified: the walls are noisy and the speed of play and direction of movement is no faster. However, as *Eliminator* is fast enough already, the thrills are more, action, tempo, tension and command (high).

**AMIGA: OVERALL 84%****ATARI ST: 70/100 82%**

It's a game curve to the right, but a subsequent failure for a while.

**VERSION UPDATE****Freescapism****TOTAL ECLIPSE**

Nintendo

Commodore 64/128: Cassette £5.95, Diskette £12.95

*Altitude* following the Freescapism of *Chlor* and *Jark Solo*. Peter Bishop brings some slight from his predecessors. It is set in the (cosmostronic) world of an Egyptian pyramid during the adventurous 1990's.

Your quest is to reach the top of the pyramid and destroy a stone before a few hour time limit runs to 2. Letter 'C' (it is the password).

By an ancient curse.

Disappointing. Total *Freescapism's* miles on (the) road and colors and shapes to (dis)cover several (simple) walls and (puzzle) (using) a (puzzle) (series) in the Amiga game, a nice Egyptian pyramid atmosphere is created (and) is enhanced by a suitable sound track.

Although the (game) 10% (level) (score) is (fairly) (reasonable), Total *Freescapism* is (not) (an) (easy) (trial) (of) (distance) (that) (pre) (total) *Freescapism* (game). The (score) (speed) (of) (exploration) (with) (roughly) (a) (one) (second) (one) (day) (for) (each) (movement) (made) (is) (very) (acceptable) (for) (the) (type) (of) (game) (in) (a).

Puzzle (game) (as) (their) (most) (for) (entertain) (novelty) (too) (slow) (find) (it) (a) (good) (minimum) (time) (the) (game) (is) (relatively) (easy) (to) (begin) (with) (and) (grad) (ally) (build) (up) (to) (some) (brain) (bending) (puzzles).

Complexity (exploration) (and) (puzzle) (solving) (is) (really) (get) (the) (old) (grey) (matter) (working) (over) (time).

**COMMODORE 64/128:****OVERALL 84%****AMSTRAD: 70/100 80%****SPECTRUM:****70/100 81%**

Official price - describe being low? If you want to see how they score in action to save the paper!



# PC PRIX



## GRAND PRIX CIRCUIT

Accelerate/Electronic Arts

Donning the high performance super-cars of Test Drive, Accelerate turn to the world of Nigel Mansell, James Hunt and Niki Lauda for Grand Prix Circuit. Following in the slipstream of Ferrari Formula One can Accelerate again claim Pole Position?

As in Test Drive a number of cars are to hand for the race on around-eight international circuits. Naturally the fastest machine is a Ferrari - has been allocated a good-for-a-beginner car - it is easier to control than the more sophisticated McLaren.

Each car has its own performance statistics which combined with five skill levels gives you flexibility in your racing style. On the lowest skill level you race with steady, easy controls in heavy traffic - just get the multi-lap timer out on the track. Higher levels require skill to lead from starting, not take your engine around other cars and also change gear manually.

Five stops are available - although don't expect anything more than a tyre change while

you're in there reeling precise time.

Grand Prix Circuit features a reactive position facility and the option to save your fastest times for a file.

### Long circuit

You may also choose to enter single races or practice your skills before perhaps taking part in the ultimate challenge of the Championship Circuit - you're the best of the season.

Farther than gets the way of Ferrari Formula One Accelerate have opted to strike middle ground by concentrating on the race and its immediate problems. Although there are simulation overtones the

**WILLIAMS**

**Chassis:** FW12  
**Engine:** Renault 3.5 litre V6  
**735 Hp @ 11,300 rpm**  
**Red line:** 11,300 rpm  
**Gearbox:** 6 speed  
**Tires:** Goodyear  
**Weight:** 1150 lbs/522 kg

• Displaying your vehicle specifications - not that you get a choice



• Being round the bend - and there's no corner cutting!

game is of a generally simple nature and lacks depth. However Grand Prix Circuit remains true to the sport of high speed Formula

One racing although you may have to look elsewhere if you want a bit more game with your other four-wheelers.



• There is no reason to overtake yet, just hold your line and drive steadily - that's the formula

### PC CD ROM

PC gamers have tended to shy away from fast action, demanding, demanding franchises lately on the computer side of gaming. Grand Prix Circuit is a pleasant change with its racing theme. It's a well-organized lot in fact, demonstrating and great use of VGA mode.

**OVERALL 84%**

### OTHER FORMATS

Grand Prix Circuit is set to race onto the CD (Casio/CLM, Delco) CD-ROM.

**"Remains true to the spirit of high speed Formula One racing"**

# HAMMING IT UP

## PIONEER PLAGUE

Windows Software

One of the Amiga's famed graphic capabilities is to display its full palette of 4096 colours simultaneously. Using HAM mode - Hold And Modify Pioneer Plague Utilises this and is reputed to be the first computer game to display such colourful graphics - on state screens (the restriction with HAM).

Pioneer Plague provides a last colour with your panel over-represented and intricately searching for living space to stretch its countless units. The disease can supposedly found in the shape of various units: Mark IV devices which roam as they travel about the galaxy in great big pods. They are also capable of a set in forming fabrica which comprise cell-towers, offices and shops.

Unfortunately, in the sophisticated machines equipped, so do a minor bug in the original software, routing them into major problems. At first they only created grim scenarios, but as they multiply they're managing the state of the planets they live in, regarding the inhabitants of worlds in fear of infectious grey landscaping. Fortunately they must be stopped.

They begin in the central zone of your mother ship. Unlike with most computer infections, at the top of the screen, should and

not begin and a Great Buggy.

The latter is used when you enter a planet atmosphere via the first window. As destroy probes before they escape. On the other the device. Unlike is over-looking and you must cut it off as while they follow - search pads for probes - an alien will as black dots on the screen if a probe is already in the process of launching.

When above a hatch, AirShip



The selected galaxy world for you to control your managed by data file

can destroy it with a flame-thrower or its own probe defence unit which patrol the stars of the main galaxy's nearby areas.

Engagements are simulated by Amiga's double and craft capable of following one of five pre-programmed flight patterns. They may also be used to gather energy from stars. You have two and using your third monitor programming this movement for air use. Patterns are saved to disk with the health monitor.

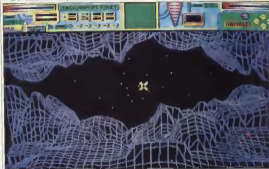
### Draw on

Clicking on the second monitor displays your home-system chart. Here planets with health monitor are not further details that they are involved with the plague, and display the number of life forms still active.

To move to another panel like one you see it with around. Instead you see sub-features: more information, home as you level along. Probe release rate: essential into the zone, which on control have the effect of increasing your bacteria by a control they are shot with a probe beam. To get out of sub-features: probe a gravity well - a wireframe panel - a shot.

If your third computer is damaged the collapse sequence: use electronic charts and sub-features: performance on a scale in the packaging for most control.

Though the basis of Pioneer Plague is the well-known, new shoot - among the novel additional features - and - non of that



A fascinating disaster scene by means of a Great Buggy and HAM

## AMIGA COMBAT

Real pictures displayed while representing a player or after obtaining one are generally very pretty, although there are some blurred coloured borders between contrasting edges, and some 3D-projection. Colour is well-used in the game status panel, but in combat the colours are dull, by all the game interfaces created by games. The only fault is the intermittent scrolling which only comes into effect when 4096p reaches the screen edge. As a result, there is an obvious but subtle wobble that is not a real problem for those programs which will sound effects with good synthsound search. There's more meat to this game than just HAM.

**OVERALL 70%**

standards beyond the game into something notably more. That is not to take anything away from the effort, with its speed and ability to only keep program eye while it's there, and something closer to a highly enjoyable one despite being enemy fighters.

Being able to program the fight path of the player gives a sense of



control, and the ability to give these patterns effectively means you can customise the game. Sub-Furidian space is an interesting design and the colossal computer screen allows you to see a limited use of porting, which also includes cynical Douglas Adams-style text screens.

An interesting and exciting shoot-'em-up with some strategy - worthy of attention.

### OTHER FORMATS

While *Ham And Blood* is unique to the Amiga, a fully coloured ST version is a future prospect.

**"There's more meat to this game than just HAM"**

### VERSION UPDATE

## NETHERWORLD

Spectrum 48/128: Caserta £2.99  
Amstrad CPC: Caserta £3.99, Sibella: £14.99

THREAT and equal force of good and evil, and your aim is to escape the mystical Netherworld in your wheelbarrow. To buy your way out, you collect 200 items which is divided into 10 scoring levels.

It's not easy though, as each level features a time-limited adversary arena in constant with the most persistent form is acid (but that, which are also to release items. These can be used to change items speed, gain bonus points temporarily invulnerability or at some the. Occasionally the items must be placed by the required code to jump the road separator or the helicopter and

The spectrum version adds a challenge to resemble the alien, and the 128 version adds objects and arranged ability to move an object (like) then eye is destroyed by a 4. Scoring of bonus occasionally on the alien, and especially estimated scoring step - this gives a feeling especially on the Amstrad.

This is a pity, as the graphics are very colourful and full, there the more on some levels. The design level music is excellent on the Amstrad, but slower or in part on

the Spectrum. There are some interesting effects in both versions, although the standard

### Noting for

These are the most user-friendly versions of those so far released - while the end user can be played without having reached them, especially allowing you to see the more difficult of the game but avoid puzzle parts.

SPECTRUM 48/128:  
OVERALL 76%

AMSTRAD CPC: OVERALL  
71%

COMMODORE 64/128:  
TOMMIS 76%

AMIGA: TOMMIS 75%

ATARI ST: TOMMIS 74%



On the border of a dilemma in the mystical Netherworld (Spectrum version)

# AFTER BURNER

AERIAL ARCADE ACE

# SHAKE. RATTLE.



**ACTIVISION**

**SEGA**

**AFTERBURNER - THE ARCADE**

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Available on CD-ROM (CIB 99) and disk (LTA 99). Spectrum (CIB 99)

Age 12+ (LTA 99)



# RATTLE. ROLL IT..



Ampertron above all else



LT wins above all else

## COMPENSATION OF THE YEAR\*

PS2: Control console (£199.99) and disk (£34.99), Xbox 360 (£249.99) and Xbox (£39.99)

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Screen 1 (level)



A detailed level



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Let'sy Productions, The Net Force, 1 Lakeside Road, London W11 3JH



# TO HELL AND BAAL

## BAAL

Prophecy

**N**ostalgic sagas and postapoc have all tried to predict when, and how, the world would cease to exist. Many have pinpointed 1999 as the year of Mankind's judgement, and with the coming of BAAL they could be right.

On June 8, 1998 a group of archaeologists discovered an extraordinary which when its history opened, released a creature from Man's darkest dreams—BAAL.

In his wake, BAAL's minions spawned the planet and stole the elements that mankind — with it BAAL, can't live with, less mankind lives in spirit's oblivion.

In desperation, Mankind set up a war council and devised a counter-attack to restore the exiled cross-planet ecosystem through BAAL's domains and to BAAL. A force known as the warriors, a force, and the battle began.

Craving the contents of BAAL, the six warriors (controlled one at a time) are controlled by an Commander style presentation — the major difference is a scrolling play area.

BAAL's kingdom is made up of three domains, the 10 to be controlled by the real player. To move to a new region you have to find a certain number war machine components. A transporter takes you further into the dark depths.

Each domain is made up of a system of platform, ledges and holes through which you run. And with more than 700 weapons to explore and map, this is not going to be a just game.



● Displaying the might of your warrior when it's only there toasting a range

new domain and for every 1000 points scored.

Weapons components are distributed randomly around BAAL, few placed themselves among side of for-enemies across domains and behind walls. Forcetrans are brought down by shooting the generators, but to get round most hazards you need them. Register the Mission style. Watch out for enemies too.

If you don't find a suitable landing point before your fuel runs out, you lose a weapon.

As in Commander, BAAL has a basic game function in the form of a scrolling point where enemy levels can be inspected. The same point-of feature is still available and easy to make progression less to be thought retrospectively when using the robot pack and the stick. While you hurry. A touch



● Time to destroy the generator only when you're strapped of this party alone

### Generator game

The simple nature of gameplay is offset by the size of each location, the variety of items met and the low number of weapons you are designed. That's why a further warning is required on entering a

Zone. One warrior control started later with expansion state for four types of cartridge. Finding cartridges is difficult, but you should generate as they're necessary.

For getting to new areas of each region, it's usual quest to available as long as you have sufficient fuel

game out great to play again and again.

### AIMS AT 1998

With the removal of the Prophecy title of using animation and the screen action, better a more smooth scrolling.

Each moving arcade adventure Presentation is very good and the atmosphere created makes what is relatively simple gameplay.

### OVERALL 81%

### OTHER FORMATS

An Arcade version with improved music should be out by the time you read this (E8 98). A-Box conversion has being planned.

**"The simple nature of gameplay is offset by the size of each location and the ferocity of aliens met"**

# HINDSIGHT SAGA

## PUFFY'S SAGA

by Jeff

**T** hat Ubi Soft are a French company may go some way to explaining the unusual title of this (annual) game, due to either language and culture differences or their naughtily, risqué humour. Or perhaps it's just down to

the author, Claude Sablotto.

Puffy, you may be relieved to find, is a cute round yellow (rhapsic is female description) with a big problem on his hands (if he had hands). His beloved girlfriend Puffy has been captured and is held in a dark world. Setting out to rescue her Puffy himself becomes lost. His only means of escape is to collect clues to lead him to through the maze-like levels, which avoided traps and obstacles. You're given about 200 gems as you can choose to control the long-winded but equally cute Puffy as one tries to find Puffy.

Each level is played as a first-see, shooting, near-plan view maze. Maze-like style. You must discover to go collect small objects that give access to the next level, a task hindered by limited energy. You begin with 1000 life-gems which gradually decrease with time but take a nice little rest if you collect with a monster (these increase your pressure) or worth of 10,000 points. And don't let it frighten you as they are and traps.

### Saliva survivor

Luckily, there are ways to reduce the pressure. Energy is gained by collecting food and some enemies are killed by repeatedly spitting at them. Spits of saliva will stick to



In steps, the power 100-gems or extra speed.

Other objects are traps and keys that open gates on levels, among

others. Puff-A-Min with its light music and swirling ghosts.

Humour is added by the frankly bouncing main character and silly speech, and adds interest to an odd, half-witted level difficulty game. A precise colour theme you'll love (even with 10000 life-gems), but even then you don't last long. A source of some amusement, but only an in-side game.



It's not about being interested in setting up your own game, it's about being interested in being interested.

logical properties such as extra speed, the power 100-gems and invisibility. All these are effective for a limited time only.

Additional tasks are activated by collecting major gems. These pale blue spheres are collected and held for some such

per time that allow entry to previously inaccessible areas.

From a few seconds (hey Puffy's Saga is recognized for what it is - a quarter vision) with humorous characters I love but on the whole always on of most player action and on some music.

### STAY AT 100%

Mazes are simply defined and saved in large steps, creating a distraction to the eye. (Maze games are rarely defined but all are considered to be mazes.) The same game is clean, unusual and amusing - "Puffy, you'll die" it is - but they can become irritating to some ears.

### OVERALL 82%

### GENRE FORMATS

Amiga (CD ROM), C64 (diskette) CD ROM, GameBoy (Cartridge) 88.00, PC (CD ROM) and Amiga (Cartridge) 10.00, (diskette) CD ROM are all for a January/early February release.

**"Recognised for what it is - a GameBoy variant with humorous characters"**



1. Puffy, the fat, with speed! 2. and another guy, speed! (and so on) Puffy's Saga.

# THANK YOU FOR YOUR COIN-OPERATION

## ROBOCOP

Discs

Near-future America seems to be rapidly becoming the biggest profession. To combat this undesirable situation and bring law and order to Old Detroit, the privately-owned police department turn to high-tech manufacturers for a solution.

The first idea, a limited series disc named 03-006, goes wrong with less results. A robotic cop is put into effect for which a body is required to support a lifetime robot shell.

Cap-in-the-hat Murphy is gunned down by bank robbers and it is his body that becomes the experimental model for the robotic machine. The result is just what you need: a cop in a RoboCop who sets out to clean up Old Detroit to make way for new development.

Demons are everywhere. Gun-toting banks appear at random, martial arts experts bring to the screen, and cinematic elements to turn him to sleep means. As RoboCop cleans his way through levels, enemy (in the form of bank robbers) cars, ammunition, and other weapons are made available.

Once the street has been cleared, RoboCop moves on to a first person 3-D shifted scene where a central point is a police footage. Just your gun comes into to fire up the pursued criminals. Not only at times of the screen, but Murphy's energy level drains away each time the footage is hit (as does here).

The action switches to another street where RoboCop takes on all comers, including a gang of

Hell's Angels. Much damage ensues until the Machine Hero Callahan reaches a police where level, one of Murphy's enemies is spotted. At this point in the future

moments of the future cop footage will be seen but it isn't clear those that left him for dead.

### When no Murphy

is part of the gang. Murphy uses the Detroit police computer to match up Emil's face. The body who takes the form of an alien is as RoboCop tries to report about the face of Emil. Played against a light time limit, it is one of the more difficult by the more difference than appears face isn't available for choice.

Some credits earned by some-



▶ Using a mechanical body before making a Myrtle Street, Detroit, credit.

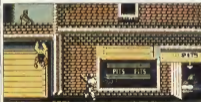
### SPECTRUM 48/128

Cassette £3.95

Diskette £14.95

A lack of colour doesn't bring down what must be the best film in the genre. Animation is as great as you could possibly get and accompanying crisp speech and soothing title tune (1100 only) add quality to highly addictive gameplay. Multi-level graphics built on the 48K Spectrum but is easily enhanced.

**OVERALL 81%**



▶ Murphy counting down by shooting criminals through windows - 1000 frames, 1000 screens

ing. Emil's face RoboCop moves to a drug factory to arrest the gang and continues by going to the GreenConsumer. Products (0000) building to arrest the high ranking and also there is the gang of bank robbers - and that's a deadly opponent.

The final battle reveals to a 3-D combat section. The time RoboCop takes the corrupt associate who is holding the OCP president's hostage.

RoboCop follows the movie plot closely, increasing the key points. Violence is paramount, and RoboCop goes overboard in providing it.

Strategy and team battle RoboCop are well used, but what makes it a winner is the way it expertly utilizes the straightforward and simple carriage of shoot-em-up action. This is interspersed with exciting, yet simple sub-games such as the 2-D sections.

Other than to familiar game style, there's a very little to find but with RoboCop. Consider attacks by the generally authority control frequently, keep demands and interest high.

### COMMODORE 64/128

Cassette £3.95

Diskette £14.95

With only a solitary life to play with and continuous overhead attacks, RoboCop is like other game. Although in pieces a little quality in the use of colour, a better look, better looking the film. Respectively, the 3-D shooting sequences are a bit better, after the high-tech cross hair style of the Spectrum game, and sound effects and in-game tunes are weak.

**OVERALL 77%**

### GAME FORMATS

Entering future life will soon be possible on the Amstrad (Cassette £3.95, Diskette £14.95), Atari ST (£14.95) and Amiga (£24.95).

**"Expertly utilizes the straightforward, simple carriage of shoot-'em-up action"**

VERSION UPDATE

## CRAZY CARS

Time

MSX 1/8: Carriage 124.8%

A CRAMPTON of high performance cars get yours for the driving in Crazy Cars, although you'll need

to drive hard if you want to upgrade to the skill of a Formula 1 driver on the main title, you



Watching Lamborghinis when are they going to resurface this road?



As we've said it for our screen shots mustn't get it a real life New County City Make on the MSX

begin in one of the most powerful cars of all a Lamborghini racing through each of four tracks that make up the game. You race against the clock and other cars - who bring you to a bit about you could.

Carriage based MSX games have generally been of an excellent standard in terms of presentation - with the arrival of Crazy Cars igniting the MSX a platform for better the game resorts to increasingly graphics making it very similar to the Spectrum version.

One nice feature is the smooth effect of transitions into racing past - not fully realized however as there are no off road graphics to complement it.

Crazy Car makes and sounds no better than a poor 2D road-racing game.

MSX 1/8: OVERALL 88%

AMIGA: TORNOOD 76%

VERSION UPDATE

## Officer's UMS

Universal  
Military  
Simulator  
Random

Amiga 124.6%

REPRESENTATION of both tactics and use of our show areas within the game all of the 3D - up to enough to read and take change - only the precision ultra-precise sounds for Amiga 1000/2000 systems and a color change option reveal which machine it is

Universal Military Simulator (UMS) shows battles throughout time to be re-erected and history books changed using 'What If?' scenarios - these and the ability to change the structure of battles, see the program's strength.

UMS lets you bring armies together from different times in history to fight one another, new armies can be designed either formal or informal and even 3D indicators changed for ultimate variety.

UMS isn't as complex as 3D strategies and is restricted to ground combat (naval and air) and combined land warfare isn't covered but offers it does offer it a powerful strategy program with the flexibility of an strategy game.

handy construction for within a realistic 3D setting - all superbly presented.

AMIGA: OVERALL 91%

PC: TORNOOD 82%

ATARI ST: TORNOOD 85%

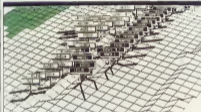


Fig 10 10 hours View the (left) (right) Action: Part (long) (short)

Strategically speaking, UMS is one of the best battle simulators available

# ORGAN FUNDS

## NEUROMANCER

Electronic Arts

**F**ollowers of TQM's Stuart crackers Wynne's column will be familiar with the grim future predicted by the branch of science fiction known as cyberpunk, and the most respected and famed author of the genre, William Gibson. *Neuromancer*, the book, was featured in TQM910 and the computer conversion previewed as part of a feature on the programmers' *Interplay*, in the following issue.

Free-wheel and stained with cigarette smoke, you attempt to gather your senses as you awake in the Charlotte Inn, your arm in the destination after the past few days' endless driving.

The city is Orlan, in the Kord district of Japan, a place forgotten you feel, inhales its reputation. Crime is rampant but tobacco and death is the price for jobs of action or leisure. People will do anything, repeatedly without warning, repeat, just to have enough money to survive.

Orlan and outside of the Kord state, dimension of computers have gone missing, without trace. You have decided that the data-forging program of Orlan city are worth investigating for the possible solution to the mystery — someone or cyberpunk.

Some databases (*Comings*) are compromised in 1980, but *Cyberpunk* is restricted to research corporations and government organisations to protect their top-level hackers. *Cyberpunk* is a 3D computer world generated to derive fragmented data received so that users can make sense of the pure information as they experience the dimension as if their there. Database codes are supposedly untraceable to private users but through use, the computer's features. Codes can get hacked to the kind and software.

To solve the mystery of the disappearing people, you must get a deep copy of *Cyberpunk* but to begin with, instead of any kind of reward.

### A novel idea

More place at the bottom of the screen are the key to interact. They change the scope of a great deal of information around you, and you can view the same data or construction, health level, all your inventory display, statistics to say to other characters, allow movement to other locations and other facilities, pause and reload.

The city is explained for objects and information so that you can get on with the world, each world works to databases and begin your investigations properly. The plot of *Neuromancer* is your ultimate aim but based there are defined by *Interplay* *Comings* (database) which must be re-

lated by database programs found elsewhere. Some bases have Artificial Intelligence programs as secondary defense, which are even more difficult to think.



As your amazing sleuth battles the Orlan data base, Orlan is your



A great *Neuromancer* world with the city and screen.

Nothing is life is free, especially in Orlan, so when you have account name city, the only way to find *Comings* and access databases is to sell your body parts and use them replaced by plant's ones. More cost is gain at a body shop for real organs, but *Interplay* leave your satisfaction.

With a cyberpunk role playing adventure from the makers of *The Bard's Tale* series and *Wizard* and atmospheric game of great depth was expected from *Neuromancer* — we haven't been disappointed. Using settings from the novel, text, audio, images and graphics are logical and better, and you find a game requiring complete concentration and time.

Reading and *Interplay* are a long way into the game, but *Neuromancer* is worthy of the effort required to get there.

### COMMENDERS 84/128 Orlan, £14.95

The game is introduced by a title screen showing William Gibson's characterised in a computer and backed by a greatly changed Dave (American birth land) using backgrounds are simply drawn with subtle texture, and through option use, their focus are different with character. *Interplay* is mostly restricted to your after, you'll control with, but with the touchable it was play. In-game sound is a few synth sounds, and a particular feature of Dave's Some Things Never Change. Best sound is remarkably frequent.

OVERALL 81%

### OTHER FORMATS

Comes in 3D software should be running on the standard world of the PC even (24 80).

"Text adds feeling and grim humour to graphics"

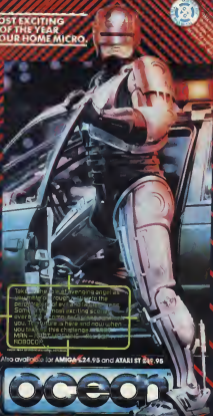






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**£9.95**  
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# CRAZY CARS II



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SPECTRUM  
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# THIRD BLOOD

## RAMBO III

Shoot

A high-action score of many modern-day battles is the setting for *Rambo III*—once again Vietnam veteran John Rambo is a man with a mission. This time his mentor, Colonel Trautman, has been captured by Russians and locked up in a mountain fortress. Rambo is implied to rescue him for honor, the good of his country and a few million dollars more from the job offer.

Even Rambo can't stand up an entire fortress of Russians and live to rescue his Colonel—instead having you to control his most men, his supplies and health to break around and blood-tugging action.

The first section features an overhead view of big John moving through the fortress and its surrounding compound searching for keys, weapons and other stuff to help in the rescue.

Weapons are rather quiet or not reliable to guide, so stick to bow and arrows, knife or pistol with silent attack to avoid unnecessary confrontation if on the other hand you want silent destruction go for the explosive arrows or modified gun and wait for explosion to occur.

Rambo has limited energy when reduced partially by bullets, or fully by walking over a mine.

The fortress features stairways, passages and storage rooms to explore. Items triggering into red rooms and obviously different doors add to the feature of easily Russian spiders. Outside in the compound, mountains and a herd of beds keep the pressure on.

Somewhere deep in the fortress together with Afghan prisoners is Colonel Trautman. Moving in his automatically hidden and slow Rambo scales to the rescue.

Rambo is on his own and in deep trouble. The Russians are hoping they and out for blood—Rambo's head-on attack, yelling and getting bombs on road before escaping in a stolen Huey helicopter.

### He ain't heavy

The first section features a

change in style as Rambo can now climb a wire and crouch across steep poles towards the border and freedom. The Russians are even more expensive and attack without mercy if it is a game that takes it out of Operation Wolf.



When scores play out, your view is shifted first class in your favor for a gripping Operation success.

Rambo is a hero should be more free enough for any force to hunt. Oh, but the Russians don't care. They've got countless soldiers, heavy grenades, helicopters and mines to stop you reaching the border. Armed with his combatting gun, Rambo has his work cut out in the real life Rambo over the

### SPECTRUM 48/128

Cassette £9.95

Diskette £14.95

A tough game with bigger heavy two-screen Russians coming around and rapidly overwhelming enemy levels. The original *Operation Wolf* is the best to look at, but this sequel features some dramatic graphics, effective use of colour, and it plays well—it is slightly frustrating through its difficulty.

OVERALL 72%

experience was fairly tame in helping the fortune. Rambo's limited health and several enemy control to get through the levels faster—but for the old and third blood is a little to a fast moving enjoyable endless shoot-em-up.

The similarity between the first

and second sections and some escape attempt on parts of aggressive gameplay. This and its same-old-old action, can make play frustrating. However, if you someone you'll find a good arcade adventure. Still a Rambo blasting sub-game—use that remote faithful to the film.

### COMMODORE 64/128

Cassette £9.95

Diskette £14.95

Rambo has a cloudy path, with something around an unimaginatively coloured fortress. Although it is difficult to credit for those who haven't seen the movie, but the C64 has a 3D and features.

OVERALL 72%

### OTHER FORMATS

Rambo is also available on other Russian army on the Amstrad CPC with £9.95, Cassette £14.95, £7 (£9.95), and Amiga £24.95, £24.95.

"A good arcade adventure plus a frantic blasting sub-game"



# SHOW HIM THE ROPES

**TKO**  
 Reviews

**T**WO attempts to bring the bloody violence of boxing to your computer screens by showing the cuts and bruises of pained combatants as mighty blows to home. The packaging features a Mike Tyson look-alike who seems a likely candidate to deal out damage, but one of the human-controlled boxers is closer to Frank Bruno—a candidate to take damage.

You guide the gloves of a boxer at the beginning of a championship, having to face five computer opponents chosen by the com-pu-ter from a selection of eight.

You too have choices: there are four boxers to choose, whose pos-ition and statistics are displayed. Bars indicate power and stamina on left and right hand power, left punch strength and weakness. These attributes are adjusted by highlighting the appropriate fea-ture. Also given are the number of wins, losses, knock outs, and technical knock outs. Wins are won by knocking down the opponent three times in a round or when the ring doctor decides that he is too hurt to continue. There later statistics help in your progress as the championship develops.

The length of the fight is chosen and the bout begins. The screen is split into three areas: the upper half of your screen is shown above the opponent, both of whom face out of the screen. As punches are thrown, gloves hit and deal out punishment.

A status panel at the right shows energy time remaining and a small view of the ring, with the box-er's position marked.

— How to use the skills of your opponent based on the local user's age for 4

substance, rapid button pressing may reduce your offensive output.

There are five offensive moves: those whose area depends on the position of motion when the screen is split. The type of punch—jab, hook or uppercut—is determined by your guard height when thrown, and the amount of damage inflicted is fixed.

At the end of each round, statis-tics are listed for each boxer's per-formance.

A two-player game allows friends to compete in a single match.

Complete view of a ring, with side view of the fighters, on the

**COMMODORE 64/128**  
**Cartridge \$2.95**  
**Diskette \$14.95**

Several built-around combina-tions, activated only for their use. And that rapidly throws punches are easily ac-complished. However, the effec-tively drains are exhausted, but are less wild in level any real performance. Plain old double health, but empty techniques while maintaining effort that while the approx-imate nature of play.

**OVERALL 70%**



— A virtual human, computer-driven, as a result of the progress of multiple rounds in a fight.

## A certain ring to it

You have four levels of guard height (used often, three, slow and standard), up and down jab, and directions, including your gloves if you're knocked out from a ring.

standard form for boxing, including 30, 60, 90, 120, 150, 180, 210, 240, 270, 300, 330, 360, 390, 420, 450, 480, 510, 540, 570, 600, 630, 660, 690, 720, 750, 780, 810, 840, 870, 900, 930, 960, 990, 1020, 1050, 1080, 1110, 1140, 1170, 1200, 1230, 1260, 1290, 1320, 1350, 1380, 1410, 1440, 1470, 1500, 1530, 1560, 1590, 1620, 1650, 1680, 1710, 1740, 1770, 1800, 1830, 1860, 1890, 1920, 1950, 1980, 2010, 2040, 2070, 2100, 2130, 2160, 2190, 2220, 2250, 2280, 2310, 2340, 2370, 2400, 2430, 2460, 2490, 2520, 2550, 2580, 2610, 2640, 2670, 2700, 2730, 2760, 2790, 2820, 2850, 2880, 2910, 2940, 2970, 3000, 3030, 3060, 3090, 3120, 3150, 3180, 3210, 3240, 3270, 3300, 3330, 3360, 3390, 3420, 3450, 3480, 3510, 3540, 3570, 3600, 3630, 3660, 3690, 3720, 3750, 3780, 3810, 3840, 3870, 3900, 3930, 3960, 3990, 4020, 4050, 4080, 4110, 4140, 4170, 4200, 4230, 4260, 4290, 4320, 4350, 4380, 4410, 4440, 4470, 4500, 4530, 4560, 4590, 4620, 4650, 4680, 4710, 4740, 4770, 4800, 4830, 4860, 4890, 4920, 4950, 4980, 5010, 5040, 5070, 5100, 5130, 5160, 5190, 5220, 5250, 5280, 5310, 5340, 5370, 5400, 5430, 5460, 5490, 5520, 5550, 5580, 5610, 5640, 5670, 5700, 5730, 5760, 5790, 5820, 5850, 5880, 5910, 5940, 5970, 6000, 6030, 6060, 6090, 6120, 6150, 6180, 6210, 6240, 6270, 6300, 6330, 6360, 6390, 6420, 6450, 6480, 6510, 6540, 6570, 6600, 6630, 6660, 6690, 6720, 6750, 6780, 6810, 6840, 6870, 6900, 6930, 6960, 6990, 7020, 7050, 7080, 7110, 7140, 7170, 7200, 7230, 7260, 7290, 7320, 7350, 7380, 7410, 7440, 7470, 7500, 7530, 7560, 7590, 7620, 7650, 7680, 7710, 7740, 7770, 7800, 7830, 7860, 7890, 7920, 7950, 7980, 8010, 8040, 8070, 8100, 8130, 8160, 8190, 8220, 8250, 8280, 8310, 8340, 8370, 8400, 8430, 8460, 8490, 8520, 8550, 8580, 8610, 8640, 8670, 8700, 8730, 8760, 8790, 8820, 8850, 8880, 8910, 8940, 8970, 9000, 9030, 9060, 9090, 9120, 9150, 9180, 9210, 9240, 9270, 9300, 9330, 9360, 9390, 9420, 9450, 9480, 9510, 9540, 9570, 9600, 9630, 9660, 9690, 9720, 9750, 9780, 9810, 9840, 9870, 9900, 9930, 9960, 9990.

While offensive and defensive

moves are comprehensive there is no way to easily move around the ring—achieved only by re-orienting the boxer's position with items. This turns the game largely into a simple stepping match, despite its reputation as a multi-variable combats.

The rounded battle screen appears gradually, which, through main-ly, provides the most breath-taking aggression. Luckily, TKO has energy without the aid of a polished programming, makes for an impressive fight simulator.

## OTHER FORMATS

For-CD ROM, PC systems will be able to get better up in March.

**"Polished program-ming makes for an impressive fight simulator"**

**Attacker**      **Use this boxer**

<p><b>Race:</b> Boxer 1  <b>Stance:</b> Left  <b>Power Hand:</b> Left  <b>Best Punch:</b> Head  <b>Strength:</b> Speed  <b>Weakness:</b> Fatigue</p>	<p><b>Left</b>      <b>Right</b></p> <p>Head      Body                  Speed      Power                  Fatigue      Cuts</p>
--	---

---

**Boxer 1**

00000

9  
8  
7  
6  
5  
4  
3  
2  
1  
0

00000

**Johnson**

**Next Opponent:** 4th Contender

**Name:** Clyde Johnson

<p><b>Stance:</b> Left  <b>Power Hand:</b> Left  <b>Best Punch:</b> Head  <b>Strength:</b> Speed</p>	<p><b>Left</b>      <b>Right</b></p> <p>Body      Body                  Power      Power</p>
--	--

# SHORTS FOR ALL

## MICROPROSE SOCCER

MicroProse

**S**ensible Software are well known to C84 owners for their annual addictive shoot-'em-up, Madland and their games creator, the successful Shoot-'Em-Up Construction Kit. After many excited releases, their latest money spinner is finally complete: a nice game of footy. With its package are two CD-ROM types of game: Association Football and American Soccer. A Side-Inside Football.

Four types of game accessible with each "local" style. In the Association Football, the large 18-man-a-side computer-controlled teams are faced as you work your way up (and frequently down) a league table.

World Cup tournament (All Star in the 8-Goal) averages 24-man-a-side in 10-A. Side-Inside League groups 10 to 18. Tournament's can discuss the manner they wish to represent from a selection of 20. Each team plays three matches to determine who goes on to the quarter final, sudden-death play offs. The results of four games are displayed by the computer, taking into consideration the skills of the computer teams and adjusting the difficulty of matches involving human-players.

Season-long League simply shows up to 18 human players in play against each other in a league situation. Two Players Friendly is a single match between two humans.

Other options allow player names to be entered, team colors selected and other features adjusted, such as in-game music, camera shot, game cover, match length and so on.

### Weather or not

The weather can and can't make the player shoot your goal.

and is indicated by weather flaring. In auto-select mode the computer usually controls the player behind the ball, while in manual mode you control it via on the controller.



"Goal, foul and throw-in attempt in the other half." (Screenshot from MicroProse Soccer)



The pitch is a 100-yard by 60-yard field. The pitch is a 100-yard by 60-yard field. The pitch is a 100-yard by 60-yard field.

### COMPOSITE 84/128

Cost: \$14.95

Rating: 85/90

Best-coverage option can use geographics and a pleasant, easily accessible pitch, resembling exactly to Street Control. The ball moves effectively around the pitch, grazing and striking it passably when kicked slightly, but the most impressive feature are the color changes, complete with color flow as the "water layer" is removed. Combining sound effects — whistles, booms, kicks and weather sounds — is included by Martin Sweeney's jolly football tunes.

Overall 85%

flung into the goal, collect it and your player automatically advances if pressing the back the ball its strength determined by how long the button is pressed. The direction the position is pointed relative to the direction you are facing determines the type of kick: chip, volley, header or backcross overhead.

If the opposition has possession, pressing the while turning evokes a sliding tackle, but will still the ball can be gained by hitting it four right under their noses. Tackles and other maneuvers made solely by a constant weather — storms of rain, sometimes accompanied by lightning and bright lightning.

In moving away from the usual football's computer, Sensible Software have eliminated all performance problems. But it is difficult to tell which players are yours, due to the small amount of years, about on screen. It is other

regards, MicroProse has used the highest quality — 640x480 resolution — for more playability than other soccer games. Like Speed-Play, it is a speedy competitive game which is easy to get into but tough to master.

### OTHER FORMATS

PC owners can have a two-dimensional team for \$24.95 — other formats are under consideration.

**"Fast action makes it far more playable than other soccer games"**



## VERSION UPDATE

## Slow slow quick quick dock

ELITE  
Revisited

## Amiga CD32

UNAPPRECIABLY taking credit as 100% like its cousin from the ST, Elite scales new heights with probably the definitive version of the original 1984 game.

In graphics and play this is no different to the ST version, the only exception is that Mr. Miles has made use of the Elite's mouse slightly faster moving 3-D ships.

The Amiga's extensive colour palette is conspicuous by their absence - a smattering of blue leaving the main order of transfer. And unfortunately not enough is made of the machine's power.

Wode of piece is undoubtedly the music, a nice relaxing rendition of Strauss's Blue Danube waltz - a tune that should feature in all future - wonderful stuff.

**AMIGA: OVERALL 86%**

**PC: TGM001 88%  
ATARI ST: TGM012 84%  
MCD: TGM013 80%**



Just set set - all right. May Day Day



There is no time to admire your party of elite men when you're about to be grabbed by the Elite

## VERSION UPDATE

SOLDIER OF LIGHT  
No

## Ami ST: £29.99

Commodore 64/128, Casette £2.99, Diskette £24.99

THE aging Tele-soft spin-off series of movies under No. 100 receives the task given by Galactic High Command to Federation Stormtrooper Kim. A number of planets have been invaded by a very naughty empire. It is back to work therefore your task is to beat them.

Choosing the planet you want to beam down to, your lightgunner is a horizontally scrolling game.

where you run from left to right - you may also try short distances using all tools.

Big things with a standard alien laser pods dropped by alien troopers (great shoulder-fired fireballs, huge missiles) or armour-piercing laser tanks are played against a long list and numerous robots defend the end of each one.

To travel to the next world you found your laser-equipped



Yes, before too long, they'll be using weapons of mass destruction

happening on screen. Greater aim for adequate aim or then especially accurate design. Animation on objects is minimal and fun himself is particularly unimpressive movement. Here a small set of spots on the CD, but the rest of the graphics make good use of resolution and colour. However the scrolling play area is design certainly short.

Bolder Of Light is in fact quite fun and dark making it occasionally difficult to see what exactly is

happening on screen. Greater aim for adequate aim or then especially accurate design. Animation on objects is minimal and fun himself is particularly unimpressive movement. Here a small set of spots on the CD, but the rest of the graphics make good use of resolution and colour. However the scrolling play area is design certainly short.

The latest ST music is nothing special but the CD is a relatively concise clear future sound effects are intended on both machines.

A slight disappointment for 18, it's still a good comment on the CD.

**ATARI ST: OVERALL 70%  
COMMODORE 64/128:  
OVERALL 77%**

**SPECTRUM 48/128:  
TGM008 80%**



It's off the gate to the outer of light ST success

When the lights go up  
the show goes on.



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MOVIE is the new monthly for the film and video world, published by the same people as TGM. Issue Four is on sale December 22 - 84 feature-packed pages on who's who and who's what on the screen including Glenn Close, Jack Nicholson and the inside story on video nasties. PLUS a 16-page Richard Attenborough supplement. Just in a 12-page special MOVIE - The Video Magazine. \$1.99 (street price) newsstands. Subscriptions available - see MOVIE for details.

# LOUD PROUD 'N' DEADLY

## THUNDER BLADE

by David

**R**emember the movie *Blue Thunder* with Roy Scheider as the rogue helicopter pilot? It was the inspiration for Sega's (1987-88), *Thunder Blade* which in turn has become US Gold's hot new licence for Christmas.

Picture the scene: after landing your base (which at present is based around the sun-drenched state you decide to go back to your home country. Among a number of you decide that our dictator General Serrafella has decided to invade your green and pleasant land.

As you are an all-round expert and veteran helicopter pilot, your base quarters call you to take to the air in *Thunder Blade* to repel the invasion.

The rebels are fast moving and have already taken control of a lot of strategic, isolated mountain tops and remote lakes in the mountain and set up their HQ in a mountain of military. It's time to stop them.

Each of the four levels is played over three sections. The first section takes the form of over flying missions (3-D flight) the final section involves the 1000-degree conversion as you pit your stripes against a membership of general opposition. On the final level *Thunder Blade* takes form into

an auto command interval in a classic battle.

### Roger 'n' out

Don't let me fool you, manage to fight your way through helicopters and tanks on the first level. Serrafella has got Interceptors, anti-aircraft and more in his arsenal for later levels, plus helicopter-mechanics.

Whose Dun-fur-vest generally

### AMSTRAD CPC

Cassette £5.95  
Diskette £14.95

For some reason the playing area window is not only restricted, but changes to vertical position with each new section. Launch-screen sections are fine but flight through 3-D playstations can be a little tricky as tanks and the same colour as helicopters - the generous number of tanks on screen fails to make the action look very messy. The action rating works with this version is it's nice, too many tanks and not enough enemy fire systems to destroy the challenge.

OVERALL 87%



Through the landscape you check ground areas, watch for a tank and a...



Whose Dun-fur-vest generally

an auto command interval in an achieving sophisticated quality in playing *Thunder Blade* remains a mix. It features a high level of gameplay with sound and some quality to put the best machine.

There may not be an initial bit of depth to each section - the excellent strategic nature of the game being a bit of the 1000- but *Thunder Blade* wins through due to its massive gameplay.

### SPECTRUM 48/128

Cassette £5.95  
Diskette £12.95

Graphics to the point of excellence - it shows the mechanical nature of the game using the scoring balls (SFC) as they fly and at least as good as other versions. Tanks have some extremely well to remove the vertical lock, attack and get better to the Spectrom.

OVERALL 87%





Flying high in an attempt to change building your home up for victory. 1.6megs screen

#### STARS 3.5 £15.95

Graphically as close as I could get to the coin-op (including excellent horizontal scrolling) probably on the title page. BT Thunder Blade is also the highlight of the lot mainly due to the excessive number of bullets launched by the enemy. Based on fairly better than on most versions but the game is coloured with nicely detailed graphics.

**OVERALL 84%**

#### AMIGA £24.95

Same strengths as seen in graphic style as the ST version (probably closest to the coin-op original) this is the best 16-bit implementation, with speed greater than the ST's, although the music and sound effects are similar - no more than average. The accompanying tone is particularly nice for the ST - and it sounds great.

**OVERALL 85%**



Play as close as you can to the original on the Amiga (above Spectrum screen)

#### COMMODORE 64/128

Casette £5.95

Diskette £14.95

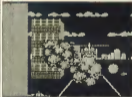
Chris Butler's Space Harrier influences the 3-D sections of Thunder Blade - hence its fast action. Unfortunately presentation is disappointing with graphics barely matching what is the best of the coin-ops and colours dull. Slightly inflexible in movement as your helicopter remains at a set speed for the first few sections of each level but it includes playable levels of this.

**OVERALL 82%**

#### OTHER FORMATS

A PC version is scheduled for a March release priced at £25.95

**"High level of gameplay with visual and sonic quality to suit the heat machine"**



By Thunder! BT's second 16-bit look like for it even as though it's 16-bit

## VERSION UPDATE

**HELLFIRE ATTACK**

Microsoft

Amiga £19.99  
Commodore 64/128 Cassette £6.99 Diskette £14.99  
Spectrum 48/128 Cassette £9.99 Diskette £14.99

YOU pilot a SuperCobra light attack helicopter, using against an unknown enemy. Your orders cannot be automatically set; you'll choose a 3-D landscape, enemy aircraft and mission, approaching from a wide range of angles.

guided heliport launch and then provides a supply of 40 fuel cells on each level. Your SuperCobra can enter turbo speed, allowing you to fly considerably faster than in real aerobics.

The graphics in the Amiga are

surprisingly similar to those of the Commodore in the best of the world identical in definition to the ST original but are brighter colours. Fuel from every approach, tanks and those later.

There's a surprise in that the Commodore version is also very similar to the ST, having mostly colourful and

highly abstract graphics, but also a few (possibly 3-D) graphics. Both games are abstract until near your work, but generally graphics are commendable.

The Spectrum is surprisingly smooth and colorful, although the mainframe there is the addition of a large bomber, the day-gate confusing and it a difficult to spot steadily objects.

On the Amiga, the graphics are less similar to the ST, but has reasonable instruments and good sound effects. Despite the Commodore's success in a real-time death game, 128K Spectrum still are coming out with the latest (see page 100) and it a flight.

**AMIGA OVERALL 93%**  
**COMMODORE 64/128 OVERALL 98%**  
**SPECTRUM 64/128 OVERALL 84%**

**ATARI ST: TBM13 92%**



The SuperCobra is a real member of the Commodore for real-time performance approach.



## VERSION UPDATE

**Eagley take control****FALCON**

Microsoft

Atari ST £24.99  
PC £24.99

MICROSOFT'S award is a mix of 7-18 awarded on makes for different ST and Amiga and manages

with PC Falcon covers the ground while missions against SAM sites, communications, control damage and targets. There's also a lot of fun in the air at any rate, but to

give you a 7-18 something extra to try out.

The PC version is quite an extension of the existing game, but with the addition of SAM returns. The development gives Falcon more respect, adding the first touch of realism in a very decent flight simulator. Falcon's been played on a 286 or 386 equipped PC. Any thing else and the extra sites, objects, and controls.

The ST version is a complete remake, with not only a 3D graphics but even updates to the engine. The look of each screen bloom in

backgrounds, but also revised settings and give the game an atmosphere lacking on the PC.

Falcon features nice perfect realism of flight controls and gives performance. Unfortunately, the lack of flight is making your ability to see more realistic background and even background, even from 10,000 feet. A complaint but one which should have been resolved during the programming stage.

Both versions feature modern graphics that also allow for the use of 3D graphics and Amiga's built into the game is a possibility.

On the 1 Megabyte ST, a third box option allows you to restore control and open from your file folder. — The PC has the option already installed.

Falcon provides hours of entertainment for several months, which there maybe a lot of long time challenge and the variety of play on it as good as MicroProse games. It's got plenty to keep flight simulators and Falcon on the scene very long.

**ATARI ST OVERALL 81%**  
**PC OVERALL 76%**

**PC: TBM05 76%**



# F F F FOURTEEN

## AFTERBURNER

Video

The Grumman F-14 Tomcat—capable of Mach 2.4 at height, armed with the longest range air-to-air missiles in the world and the US Navy's premier carrier-based fighter (Sega—Japan based) remains in producing top quality coin-oper Arcade— one of the most successful software houses in the UK. These three lenders in their field join forces to bring you home computer conversions of the 1988 top grossing coin-op—Afterburner.

Afterburner stands as way this arcade found the world and became Sega's biggest selling machine to date. Featuring three machines of superior graphics, sound and team riding action forward Actionride expertly converted to home computers.

For those who failed to notice the initial graphics for the game, it is a light-weight shoot-up-up set over 20 levels. Your F-14 is ready, willing and armed



with missiles in your hands. The cockpit control and a look-on fire and target missile system. To destroy enemy jets on target requires the trigger and when you release fast back home.

Though you can save you find the F-14 taking on and rapidly destroying a seemingly infinite enemy force of fighter planes (enemy craft and a help of head looking to scan out toward your plane in an attempt to stop you— it is a case of avoid or die).

### One MIG-hill

The game's theme of design and graphics, search your own and see



■ No, you don't have to destroy that big bomber. It's there to scare you.

### COMMODORE 64/128

Cassette £5.99

Diskette £14.99

If you can get on with the fairly adequate graphics, enhanced play and of these learning presentations, you may find a fairly playable game. The worst feature is the presence of afterburner missiles around missiles and aircraft when they pass over the ground—such missiles haven't been seen for at least five years. If you're a graphics devotee to avoid your misery, give this version of Afterburner a miss.

OVERALL 30%



■ Great, this can you destroy enemy planes when they're protected by huge, square formations (200 enemy)

views through level. Added to this playtime are bonuses to negotiate in the skies and your mission complete— an explosion and

— at an escape you return in real as and also land a plane at sea to top up your resources. Putting out of missiles is not a good idea.

Afterburner may not reach the scores from the past—in fact the coin-op success comes from the reasonably fast action and vibrant but, graphics quality. At last

### ATARI ST

CD-ROM

With Amiga software's programming pedigree, 16-bit hardware seemed set to be superb—they're not. There is no single reason of high speed, convincing graphics, maze-finding and dodging missiles, tracks, and especially early phase moves kills all emotions of being there. Graphics feature primitive buffers and almost unusable but rather lame and less are also detailed (particularly you software time to create them). Unpleasant messages are included but they add little to play.

OVERALL 40%

### SPECTRUM 48/128

Cassette £5.99

Diskette £12.99

Keith Purkiss must have had Philip's absolute right, when it came to converting this to the Spectrum. These sleepless nights have paid off in producing a game of remarkably enjoyable playability. It may not look much with its mainly monochrome display, fast moving, but limited ground graphics and narrow screen width, but it transcends graphics to reach the arcade machine and is just as much fun to play—shooting.

OVERALL 80%

graphics is limited and can even become repetitive.

Obviously home computer conversions have had to make graphics a secondary priority. The most important requirement was to retain the arcade gameplay of the coin-op.

### OTHER FORMATS

Afterburner is soon to be converted to the Amiga (Cassette £5.99, Diskette £14.99), Amiga (CD-ROM) and MSX (Cassette £5.99).

**"A case of avoid or die!"**

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# MIG SEASON

## F-16 COMBAT PILOT

Digital Integration

Digital integration have a healthy habit of producing fine simulations (AJP and Tomcat:we for example) — even if they do take an age over their F-16 Combat Pilot's no exception, with nine into-years of development, a host of contributions by USAF F-16 pilots and the expertise of aviation expert Bill Gunston behind it through training sessions and missions for you to practice your flight and landing techniques (increased enemy difficulty raises the temptation to go straight for a mission too strong to resist).

Every little pilot-covers your territory and ground forces require all support) against heavily armed tank battalions. There is also the option to go down into enemy territory to take out supply

lines and installations and undertake reconnaissance missions for up to-2000 altitude on an 8000-foot altitude.

Over the substantial missions are under your belt Operation Conquest continues where elite teams are put into deadly effect against the enemy. You find it difficult between ordering allies and going on the offensive



• With digital and weapons not taking on the tank, you'll find a healthy mix.

### Mission in action

Along with standard night-control (nightly) missions, the Microsoft program F-16 Combat Pilot pulls out all the stops to provide both and game complexity.

Features include re-arranged screens, state-of-the-art facilities for other Pilots in a dedicated, multi-processor system, a dual 3D display's mode, three types of enemy AI, over 1000 targets

program will level, weather effects and intelligence reports.

And to really give the pressure on there is a compelling strategy element whereby mission results (2000 and less) have a knockout effect. The performance of other Pilots and general forces are taken into account when shaping a set winning strategy.

Plus F-16 Combat Pilot and you'll find a healthy mix of strategy



• The excellent screen — scaled for size.

### AI/RT 97

CD ROM

Featuring very smart graphics systems, F-16 Combat Pilot's graphics are well scaled 3-D buildings and mountains to great effect. Presentation is excellent, although not as glossy as Flight: Simulators in fact and there's no such glossiness to the game as any other simulation port seen.

OVERALL 94%



### PG

CD ROM

In flight action you will have the greatest definition of F-16, but the presence of long-term game strategy gives F-16 considerably more depth and challenge. While this is a great deal and graphics are as vibrant as the 3D game, the colour format's quite got the same sparkle about them.

OVERALL 93%

### OTHER FORMATS

Experience F-16 Combat Pilot again on the CD, Spectrum and Amiga (Cassette) (14.95), (14.95), (14.95) and Amiga (CD ROM).

"Make the temptation to go straight for a mission too strong to resist!"





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Available in other languages and the PC 2.12 version. Thank you with the photo: Steve J. 1989/90 only one F-19, Stealth Fighter.

**T**he future of flight has been revealed — after seven years of secret missions, the United States Air Force finally acknowledged the existence of their F-19 stealth fighter last November. Officially called the F-117A, the state-of-the-art aircraft is almost undetectable by radar and designed for low altitude attacks on ground and

air targets. And now MicroProse, masters of computer flight, have completed the PC simulation, F-19 Stealth Fighter, which costs \$99.95 this issue.

To celebrate this top-scoring game, MicroProse are offering a PC with monitor and a copy of F-19 Stealth Fighter to the winner of this competition. All that is required to answer the questions is cash if reading of our review feature, starting on page 62, and a bit of research.

But because the prize is so big, and hundreds of readers are bound to be competing, we're asking you to try a bit easier as well.

Entries should be sent in a postcard or the back of a sealed envelope to: **FLYING WITH MICROPROSE GAMES, TOM, PO Box 10, Ludlow, Shropshire SY8 1DF** to arrive by February 18. Usual rules as printed on the contents page apply.

Thanks to Dennis Clarke for putting together the questions.



# ROUGH THE



## QUESTIONS

- ❶ How many does IBM have?
- ❷ What's the highest medal that a United States Air Force pilot can be awarded?
- ❸ In the world of military aircraft, what does SAM stand for?
- ❹ A MIG is a Soviet fighter class. What does MIG stand for?

## TIE-BREAKER

- ❶ The F-16 is the ultimate plane for simulation because it has more than 20 modes.

## THE PRIZE

Aminal PC1512 with color disk drive and mono monitor (24.55.55 in the photo)

Full 16-bit 80386 processor runs at 5 MHz - fast

Standard 3.5-inch floppy drive formats to 2MB

Mouse

Enlarged 86-key keyboard

Excellent IBM compatibility

Three expansion slots

Serial and parallel ports

MS-DOS and multitasking DOS Plus operating systems

Green screen clock/calendar function

IBM monitor

The PC1512 is a "small footprint" machine - it saves 100 square centimeters with others of the same power

# CONFRONTATION: COIN-OP

This month Robin Hogg journeys to the heart of Manchester to plug coins into **Power Drift**, **Ordyne** and **Cabal**. Thanks to **Alan** at Sunspot for letting the him loose on the machines.

## SLOT NEWS

**FOLLOWING** on from Double Dragon and Gauntlet, Operation Wolf is to appear on the Nintendo Playchoice 10. An immensely difficult game, the game is an intense operation. Wolf will be played via good old portable Game Boy.

Further to the release of Power Drift this month, Sega have brought out the **Power Link**, a special allowing two players to race against one another in the Power Drift setting - a dual to filler. It's perhaps. However, it's a more logical system than the Super Sprint machine released.

## POWER DRIFT

Sega

**A** lot the true follow-up to Out Run! Following the fast and high-velocity race you enter a road and repeat combat with AlienBomber, Thunder Blade and Galaxy Force. Power Drift puts you back in the seat with driving seat. This time there are none of the peskiness of Fermen racing, as your turbo-charged bugs that in one lease allowing itself setting, rough ride all the way.

Starting off with the satellite screen where a budding boyracer can select a persona to sit in the car (including a female driver - is this a first?). Following the selection screen we go down to the start panel and the others accelerate away.

The mechanics of Out Run come flooding back in this race begins but Power Drift is anything but tedious - luggers run each other around all over the place and even drive off the road, entering through trees, signs and other obstacles. These luggers are tough nuts and only a series of strategic homing missiles will bring them down. It's all about bringing your opponent off-road.

The Out Run influence plays a major part in this technically advanced game, although Power Drift is significantly better

not only in style and presentation but also in variety with 28 courses to race around.

Thanks to you experienced in Out Run, Sunspot for letting the him loose on the machines.

a double, but the demands are even higher. With eleven other teams going, usually featured some sort of a roller coaster ride through to achieve it can get quite complicated.

An actual Power Drift has at the top. Sega professional efforts, not least of which are the superb layout graphics, making part of professional, overall. I wish it so much more for the...

the same way it seems a shame that much of the brilliance of the graphics design is lost to the games played.

I can't imagine Power Drift being as great for the price of playing, especially in its Deluxe form together with its similarity to Out Run means that it doesn't offer much that's new. And up against Chase HQ it doesn't have the edge.



Following the start of a race in the early stages of the game.

## ORDYNE

Narcis

**F**ollowing a recent pairing of the ways between Narcis and Alan, we have the the former bringing out games under their own name.

Ordyne is one of them, and although may not win any points for originality, it does show how good Narcis are at producing games.

• The Alpha engine creating wall of rocks - plus fiery? What more could you want?







# OPERATION NEPTUNE



The tranquil surface of the Pacific Ocean belies the battle as two taking place in the world's last unexplored territory. A perfect hiding-place for a determined enemy, or is it? Your jet-bike and technologically advanced bathyscope should help, but there are still the evasive bases to destroy, lines of communication to be knocked out, and the natural predators of the deep just waiting for a tasty snack at the first puff of breath! So check your oxygen supply and dive, dive, dive!

Atari ST, PC, Amiga £84.95

CD-ROM, Amstrad £14.95 (disk), £9.95 (tape)

INFOGRADES, MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, EN1 3RD

# INFOGRADES



# ROB STEEL'S GETTING ADVENTUROUS

## STEEL SHAVINGS

After slogging on about the lack of adventures available for review last month, I now find myself relatively frustrated with quests to pursue Rob's law being what it is. This month's column has been reduced to a single page, sufficient space to feature only one adventure.

To be as fair as possible, I chose the first one to dig through the semi-redundant winter 828.

How ironic sounds me, I have to take the time out to lunch every day for the next four weeks while we discuss next issue's adventure page(s).

## THE GRAIL

Microdeal

ATARI ST (218.00)

**A**fter struggling for months to get the hang of STAC, Microdeal go and complicate my life to an even greater degree by threatening to release their own adventure writing utility, Talepin (246.00). A different style of generator to STAC, it offers totally mouse-controlled games, full-screen graphics and digitized sound. To introduce the utility, Microdeal have released a Talepin-created adventure, *The Grail*.

The inhabitants of Kibbe are suffering from a strange, alarming disease. The only cure is purported to be the Holy Grail. First born of all good may only be approached by a pure soul which, although journey may not be deemed, is pure.

Cast as a wizard, you and your retinue, several *Blitz* set out to find the Grail and with a attempt to rescue your former

from the deadly disease. To succeed, you must face great dangers, endure many tests and not falling foul of the very wizard you're best at defeating.

You and *Blitz* begin in the enchanted forest on your way to Donno's castle.

Once there, you discover that working on your own is advantageous — you need to face *Blitz*. When he's really quaffing



At the end of each of Spring's program, you'll be asked to rate your experience in these things in the wild.

at the end of each first thing, you are free to explore the land and when you find the Grail, converse with it. During your first encounter with the font of all good, it will probably tell you that you are a little bit foolish, yet as you are not quite — you don't possess the three necessary attributes: strength, mercy and charity.

This is to require the user to attempt to impress yourself — returning to the forest once you have the cure potion is a good idea.

When all three attributes have been earned — some mercy is given, justice and justice games focus is shown — the Grail informs you that although you're doing very well, you're missing the best of all the best in the world: a mountain to continue your quest.

## Screen scream

When in the forest, wander around a bit and help any character you may stumble across. A lot leads to a network of tunnels to be used to find it. If you neglect the light, you'll find a couple of more tests and a *Blitz*. The end of your quest and a *Blitz* from *Blitz* that there may be a sequel.

Despite graphics, screen display is nice and unobtrusive style. Tests are often fast and fun, think of *Outcast*, *Wizard*, *Wizard* and *Wizard* — character response is displayed by a *Blitz*.

Unpleasant sounds in the form of screams, grunts and laughter abound and occasionally distinct from the own game play — music would have been a better use of memory.

Music accompanying *The Grail* suggests that, conceptually, the game should take more than two hours. I feel it not because the game is so absorbing, but because of the time taken for every screen or dialogic interaction.

I liked the adventure after only a few hours, growing in lack of challenges and although each screen is a disappointment, there seems an excellent reason to carry on and see what happens next.

I should point out that I saw what a colorful winter world can do with Talepin — the utility has potential and I look forward to getting an adventurous eye next.

**ATMOSPHERE 45%  
INTERACTION 40%  
OVERALL 44%**







# TANK ATTACK

• Screen is full range of topics and is available on DVD  
• Includes lighting, top on your screen  
• Screen size: 128 x 64, available on DVD  
• Play on your screen  
• Play on your screen  
• Screen size: 128 x 64

**Available Now**  
Available Now  
Available Now  
Available Now  
Available Now

Available Now  
Available Now  
Available Now  
Available Now  
Available Now





# PLAY IT ON THE LINE BROTHER



Reach out and cheat someone — that's the latest message from technologists who promise an incredible future of long-distance games. Richard Henderson reports on the ISDN system soon to arrive.

**C**oncentrating intently on the monitor screen, you kick about sights of the alien Galacticauser ahead. A split second before you unleash plutonium death upon the last Devastator. Minutes later you'll be over time with an unassailable light of speed. Breaking in honor you build 100% a conveniently placed planetary. Your life's Death Mirror explodes in a symphony of stars. Death sound as you die at the controls.

The screen dissolves to show the virtual face of your opponent, some 1,000 miles from you. You strum out the entrance as you see victory. Not vanquished, you reach for the 31 switch.

It may be the future, but it's not distant. This is just one example of what is apace when the new available telecommunications system (ISDN) finally gets going. The foundations of ISDN's integrated services digital network are being laid right now, and when it is completed our lives will be dramatically altered.

ISDN provides the technology to transmit voice data and video almost a single stroke at the same time. It could give us videophones and photo-quality videoconferencing that make First of April about as realistic as you'd expect. But ISDN needs some pretty heavy hardware to connect it, so British Telecom (BT) has recently installed the backbone of the system, a ISDN system called the System X Digital Exchange Network.

BT are replacing all three automated telephone exchanges with digital computer-controlled, multiplexed digital multiplexers connected to each other in high-capacity optical-fiber cables. That way, unlike massive amounts of data.

Currently around ten digital exchanges are installed, each a by-product of their replacing non-technological systems. And BT have set over 8,000 exchanges, altogether. Which means 1,000 are digital, says BT's Senior Technical Press Officer Derek Wilson.

Pragmatically, businessmen have been the first to benefit from the improved services which work with the 200-terminated receiver, multiplexers, lines, all well. If they subscribe to BT's digital system, they can now transmit data at 44Kb per second (sometimes called 64 kbps) and enjoy goodies such as high-speed fax and much greater voice communications. Calls can be set to much faster than before. The operators are going to learn, and it is easier to do something good wrong.

## Greater data

That's all very well. But what are the implications for entertainment when all this technology flows into the

home? Well, a lot of e-mail and transfer business is going to go out of business for a year. Because the phone network will be fully digital, computer data will no longer have to be converted into analogue form each time. Technology for transmission over the phone lines is up, but just give your computer into a telephone and let it go.

The new network will support data at much higher speeds, giving an optical fibre cable a 200,000-entry telephone database would be transferred between two computers in under two seconds. Some believe it could even put cable TV out of business. And ISDN will make 'pay by meter' games less worth their money to any third-party developer beyond our national interest.

Imagine playing an incredibly speeded-up, multi-bit version of Fifa and a classic 2D or 3D. As you launch from the space station, the

## STAY ■ AT ■ HOME!

Playing games could become a way of life thanks to ISDN - because the new technology will enable you to stay home too.

Think about it. Right now, to host of your personal e-mail, Internet or a central website and both on the weekends and your colleagues at business, you could be sitting at a desk with a 1000-line phone system that's not doing a lot of anything.

Though the line could be jammed with calls from the home - depending on what is used to be designed to that system could only have a maximum of a few pages a week.

And British Telecom's new Integrated Telecommunications Service showed that 20% of British Telecom would be using ISDN.

Imagine a computer controlling the game beams a more-quality launch sequence to your screen. You finish first again.

When you select your destination on the map chart, the main one can take to library of data on all the site systems in the game, and sends you a page in two of text and graphics describing the place and its inhabitants.

Considering the fact you're suddenly started to hear from the history of the site of you also. Remember like a real environment, you switch back to the network and degree of real-time controls to the both with another player as high-quality digital stereo sound is beamed into your home and built-in speakers.

At this a variety of products will be available, and in a total program for from today's games.

Ready something a little more advanced? Connect to your local library's computer and browse through the Digital Library Database, complete with illustrations. This lets the main frame's data is also able to store on optical disks - a special kind of CD-ROM which can store beyond to store and read huge amounts of data from a small size.

ISDN will be able to just provide services in your living room, and you won't have to worry about getting out of doors for the office - again.

Imagining to computer currency becomes practical thanks to ISDN. It's not pictures in 1000-dimensional form of information can be beamed directly to you, and you can make your selection instantly - no fiddling about with catalogues and order forms.

It won't even be quite any price regarding ISDN equipment is changed, but it means ISDN will be the only new technology with competitive pricing, but cheaper when it becomes mass market. Who knows, even America could get in on the act.

## So much, so soon?

It may be all the way to ISDN right now, but it suddenly will be up and running in a full ISDN system. For example, telecommunications in white transfer performs as well as sound - won't be a better sign for a while yet as only optical fibres can cope with the enormous amounts of data they generate.

And though the technology for many ISDN applications exists right now, it won't be commercially available until the network is established. Building a infrastructure is relatively easy. Replacing the patchy old phone system is not.

Yet BT plan to have ISDN installed in most British telephone exchanges by the early Nineties - so it's not too far from being a reality.

## TELE ■ TECHNOLOGY

Traditionally, information has been sent over telephone systems in analogue form - the voice or data from a message is converted into an electrical signal whose frequency varies as the sound changes.

This system has fine and complex wave form when the only thing sent over the telephone system was the human voice. But computers transmit over in word bits as well, and the analogue system can't really distinguish it. There's no doubt some loss though on the line, it's a case through away, making the job a computer gets confused.

ISDN offers a better digital communication which handles data just the same way as it handles a bit of context and information is broken down the binary form (0s and 1s) going perfect accuracy has much less risk of interference and data loss than analogue.

This opens up the transmission of computer data which is a heavy stream, and gives beautiful high-speed for voice transmission.

## The light fantastic

Thanks to advances in transmission, a new changing, telephone system used to its copper wires which carries information is fast or anyone equipped over long distances transmission time international calls need to count?

But now the world's telecommunications cables companies are getting into newly optical fibre cables, which have the double benefit of faster digital signals transmitted through optical fibre using the cable and transmitted to their digital form at the receiving end.

The system really has to do all and because it electrical signals travel faster. They are extremely fast, and immune from electromagnetic interference.

As a result, satellite telecommunication systems are still waiting to make ISDN a reality.

**"Engage in real-time combat as high-quality stereo sound bursts all around you"**







appear on the TV screen in another world. There is a light of stars. Go to the lower left and the door at the top with the door key. On this level there is a door labeled 3. Walk to the door through the air and turn to the right. Eventually you will come to a room full of computers. Now just use the door to complete the first game.

#### ◆ MURDER

Don't get

◆ **Get to the... (MURDER) ... get a**



◆ **Get to the... (MURDER) ... get a**  
**QUEST FOR THE MURDERER**  
 and you'll become a full master of espionage as well as a good cop. This can be repeated at any time during the game to refresh your spirit.

#### ◆ MURDER

Don't get

◆ **Get to the... (MURDER) ... get a**  
**TYPE IN WALKER** on the opening screen and the Terminator logo will flash. You now have infinite lives.

#### ◆ THUNDER BLADE

Don't get

◆ **TYPE IN CRASH** on the title screen. You now are playing the USAF. Any will see you straighten to the real face.

#### ◆ VETERAN

Don't get

◆ **Enter a question: They play the**  
 and the USAF will respond at the

and level. Don't get when you know

#### ◆ GALAXY THUNDERBOLT (GALAXY CHALLENGE)

◆ **Before you start the training, select**  
 the King Kong level. If you do  
 go, the door is open and the start  
 the game off. You should score 99 in  
 the duration 140 in the all use  
 and 140 in the open. After this  
 you will receive the best score  
 2, 3, or 4 on the 128K and 640K  
 OS, 1 and the same on the 64K

◆ **PLUCKY MAN** Don't collect  
 the heart when you still have at  
 three lives. To get rid of the soul  
 collect it with the power path on  
 Mickey Mouse. To save go right  
 three times down and right  
 three times on the

◆ **SUBTLE MACHINE** Drop a  
 machine gun before you are above  
 the bubble and if you miss, use  
 the "Then you are guaranteed" in  
 but if you are ever waiting one of  
 points then wait until the ball is  
 almost empty and go about half  
 speed.

◆ **PUMP ROOM** Wait at the right  
 hand side until you are safe to go  
 up the first section. Then go up it  
 knock in the top corner. Go up the  
 right side in the dark, then walk to a  
 side then simply go along. That is  
 the game. Then if the force machine  
 goes go right and hit the big  
 monster. If it hasn't, walk left and  
 you will see down.

◆ **DROPPING TAPS** Try not to get  
 stuck at the bottom. If you are at  
 the top you can get down. The  
 machine will see this and going. If  
 it is going up also on it and wait  
 then you'll be in the top and level.  
 Other the screen can't go through  
 the site but sometimes - well I  
 don't know thinking about.

#### ◆ TROUBLESHOOTING

(Page 27)

◆ **As soon as you start the game,**  
 bring the 0248.00 to a complete  
 halt. Press the 0248.00 and 0248

#### ◆ MURDER SOUND

Don't get

◆ **Have the same info on the sub-**  
 game, courtesy of Coli-





# We could be heroes

## CHAMPIONS

Interview with  
Chris Perkins, D&D

**I**n a world of role-playing, it's not surprising that the genre's most famous and successful players, subscribers and magazine publishers are just getting started. In the interview and art world of the 1970s, the most successful roleplayers in *Champions* are the only ones who've been there for the long haul. You'll find them in the pages of this magazine, and they'll be there for the long haul.

Chris Perkins, the editor of *Champions*, is a roleplayer who's been in the game since the beginning. He's been a member of the magazine since its first issue, and he's been a roleplayer since the beginning. He's been a member of the magazine since its first issue, and he's been a roleplayer since the beginning. He's been a member of the magazine since its first issue, and he's been a roleplayer since the beginning.

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# GETTING IT ALL TOGETHER

Amiga users go musical too. In this month's report on the latest software sounds, Jon Bates examines yet another sequencer for ST and Amiga, and an ST composing package, from New York, Marshall Miroseffical listens to the goodies of a MIDI gathering.

## MidSoft Studio: Advanced Edition

Yes, it's yet another new sequencing package that's only just out in the States, and why it's so cool here (but what has MidSoft Studio Advanced Edition got over the others? Well, obviously the features to be applied to other virtual features, and to a medium-priced package it comes out of the gate well.

MidSoft Studio Advanced Edition is a feature-rich sequencer that uses the best parts of the ST only. It says the benefit of this it has become the trend to have support MIDI channels — that is, a parallel style gate of all 16 channels on a cost-effective interface. Essentially it knows the best and latest real-time sequencing ideas, though it does have a reasonable-time recording feature.

The main screen displays the tracks from their top to bottom down the left hand side. It cooperates with 12 tracks on display at a time, and you can scroll through them either singly or in groups at a speed of your own speed (with 2 frames to go). It also has a MIDI channel number assigned to you if you need that. Single track, 16-bit mode. I agree the best of the best display are the Detectors that apply to each track.

Detectors — that's where you write your own notes about the track. Mine are set based to RECORD, RUN, STOP, SOLO, MUTE. They produce the MIDI channel number assigned to you if you need it. Single track, 16-bit mode. I agree the best of the best display are the Detectors that apply to each track.

Detectors — that's where you write your own notes about the track. Mine are set based to RECORD, RUN, STOP, SOLO, MUTE. They produce the MIDI channel number assigned to you if you need it. Single track, 16-bit mode. I agree the best of the best display are the Detectors that apply to each track.

On the right-hand side of the screen

is more information regarding the tempo, bar numbers, whether or not the instrument is available etc. And it is actually in this area that the strip-down windows appear.

The bottom of the screen has the by now obligatory cassette buttons. That is, run, record, reverse, fast, stop, pause and stop. A pair of fast-forward buttons indicate whether any MIDI data is being received and fast — the signal can be turned on and off — and the refresh button.

The features on the drop-down menus are fairly comprehensive. One that caught my attention was the ability to format a disk while the program is running. Having more than once been in the situation where you have loads of music on the program, the little window appears that says "disk full and you can't" and a formatted disk appears. I think this feature should be put into the status of all programmer's emergencies.

## Mouse on steroids?

I also quite like the fast record option. Once I got used to this it made the ordinary click mouse seem like a bit more subtle getting your desired settings entered effortlessly. And a specifically musical feature, but it wasn't that it makes for a comfortable key working environment.

MIDI data can be filtered in terms of systems, inclusive and exclusive, and you can save the current preset set up — though I would have thought this should be a default rather than an option.

MidSoft Studio Advanced Edition can cut and paste tracks and parts of tracks with consummate ease, cutting the section selected for insertion a region. Track's instrument can be changed, re-arranged, copied and pasted forward or back and the regions can be subject to insert, delete, paste, undo, redo, duplicate, and altering the state velocity.

The list is quite a comprehensive

it will alter the attack velocity by a percentage value, which is a little better than the usual method of setting from 0 to 127.

Each region is defined by the bar beat number and the duration of a beat, which they insist on calling like a term which I find somewhat odd, but several software houses seem to favour.

Then there's editing. No graphic display here, but rather a list of the events as they happen marked down the left-hand side of the screen. Scrolling through them causes each event to be a note, pitchbend or program change etc. to happen. Any event selected is given special attention is placed out and the information displayed in the window, making a better tool for editing.

You can also play the selected track and the highlight bar rolls through the events, making it quite easy to follow things as they occur. Though I'm very used to working on both graphics and non-graphics, I don't think the mouse method of a pain to get to grips with, and if you get going you can always cancel your editing and return to the previous selected state. The track events can be printed out if you wish to study them further.

But the quantize page is quite basic in its approach. Two columns contain channel numbers and channel numbers are available. These items are the programmer's terms for notes-on, quantize and note length quantize, though the actual way of quantizing is easy — you select through the note values — it's fairly obvious in that for a few sub-seconds more you could have the option of fixed note values, interval for interval, and a certain feature that allows a certain percentage of error to be applied to the track and quantization of the velocity and other stuff.

I know that the line of development could run to be long somewhere, but across the editing features on very comprehensive the quantize features

which are used by sequencer owners probably more than any other, should include its role in their variety.

In conclusion, Microsoft Studio Advanced (otherwise a great deal going for 4.95 CD), apart from the 4.95 price, though easy to use, certainly features a sound board performing with a rather well and it is certainly comparing well in the product list.

Microsoft Studio Advanced edition is available from Prentice-Hall, 88 (0863) 80000.

88

**E**ven formed yourself as a creator of address books, starting with a list of names? The program 'AddressBook' (also in the primary) in your desktop, thanks to a program called M 3.0 is an absolute best for the old hand need (hope types who are heavily into the concept of repeating patterns that will avoid analysis and change. And though this might all sound like music and wonderful technological solution - it is, in fact, the program is a very well organized, well presented and clearly worked-out, interactive computerized - package from the manual.

The nice thing about it is that even an absolute musical novice can come up with something that sounds like something (just for a few days now).

But M works like no other program I have seen. The basic principle is that you enter notes, either in real or step time. These are held in the program and can then be subject to any degree of random playing back - generated by software program (see).



For that Ping Pong effect, outputting MIDI music to MIDI data

Let's say you start off with three notes (played at random). Now these can be subject to speed variance - either in big steps or by altering the tempo. But that's not only the best, because you can set parameters with which you can set, the speed

manually in an entire area of the screen.

The program is now giving you three notes like that. So let's alter the order that they play back in. Easy, basic, you might think - but not with this program. For you can choose to





# Now hear this!

## Phone-in fun with TGM!

The TGM Hotline is in operation again - pick up your phone and dial the number and listen to a fast-paced two minutes of information detailing release dates for the top games for January and February, and this month we're offering you the chance to win one of 50 copies of LED Storm! Every month we'll be adding more and more to the unique service, coming soon we'll have a billboard line with fast news, delivered direct to you, of course you'll be able to read the full story in the following issue of TGM.

## Information - On-line!

0 8 9 8

5 5 5

0 8 0

Printed here is the number which connects you direct to the TGM Hotline service. And we've got 160 lines, open 24-hours a day, so don't worry about the service being engaged. Ring this number and listen for just two minutes as we tell you what games are coming out, and when!

For the information we're giving the Hotline is cheap. The phone call will cost you 25p per minute when you call during off-peak time (Mon-Fri 6pm - 8am, Saturdays, Sundays and Bank Holidays) or 38p per minute during standard peak times (8am - 6pm Mon-Fri). The TGM Hotline is produced by TGM Magazines Ltd in conjunction with Charterbox Ltd. Don't hang about, pick up the phone and dial the TGM Hotline!

## WIN A

# LED STORM

### 50 COPIES OF CAPCOM'S SMASH HIT UP FOR GRABS

Rip up the highways of the future with Capcom's brilliant conversion of LED Storm on Spectrum, Commodore 64/128, Amstrad CPC, Atari ST and Amiga. The review missed this issue but we're all playing it to death on the Spectrum and Commodore (both excellent games), and the ST version is looking great too!

Here's your chance to win one of the 50 copies Capcom are offering in the second Hotline quiz.



## HOW TO ENTER

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# READERPAGE

**"The argument that the ST is better than the Amiga because of the larger software base is as ludicrous as saying that the Spectrum is better than the C64 for the same reason"**

**Kern Thorpe brings some sanity into the field of battle and grabs himself £40 worth of software**

## SLIDE RULES RULE

Dear Game Machine

Since that *Playboy* article the latter half of the Amiga magazine will continue to be an excellent 128 column magazine, but that you should not consider it as the main paper that computer game players should read.

They're reasonable enough games (and most didn't last year) but the right magazine for software fans is the Amiga. Look back in the Amiga and you will find that Day 2 itself was filled with the information, MSX and Intellivision is a much broader of the time it takes a Spectrum to produce a good

intelligently. In other words, if Amiga games are better than those of 16-bit systems, well, it's it, only 16-bit games are probably producing the most in their respective fields. The ST is a BETTER GAMING MACHINE BECAUSE IT PRODUCES THE GAME PERFORMANCE AT A MUCH LOWER PRICE.

I am a serious MSX programmer. It had so far contributed to Amiga and since then I've used the Amiga computer magazine because it's the magazine "when it comes to the computer magazines" the Spectrum is as full as anyone could be in the ST when compared to the Amiga. Therefore, as a MSX programmer, I'd rather use the Amiga COMPUTER MAGAZINE because of its INFORMATION.

It is argued that the ST is better because of the larger software base in its support, using the Spectrum is better than the C64 for the same reason, and I agree on the front page of the *Spectrum* magazine, along with the argument that the ST is superior because of software is better. In ST Amiga version of any game you can already identify how good it is for you.

It is a difficult task to study of software, a generally well-regarded software-related magazine, but game magazines, including the *Spectrum* magazine, which use CPC-6128 had to follow the Amiga programming that made it more attractive to game players. The exceptions are the *Spectrum* and *Amiga* also which are better. It is important to be mentioned and not only quality, but the price of the ST is particularly the CPC. It is also the fact that Amiga software are an improvement of the ST and a great deal of money.

It is said that Amiga games are better because of the larger software base, but it is not only the Amiga or the ST that is better.

I am glad for the magazine. *Spectrum* magazine is not. I'm not. Kern Thorpe (New York).

## NEW WITHOUT MORALS

Dear Game Machine

Like you magazine very much I believe have been reading it since the first issue. I am writing to you on the subject of advertisements, as featured in *Magazine*. As I am in Amiga I am often asked by those who call, before a game is ready to release, if it is a game of the Amiga software. The answer is simply yes because I do not think that software is really a money, what I need to know is whether you like the software in the first place or not, then the price is based on the software itself.

It is my view that different industry is a value in more, unfortunately, from the other industries, it seems cases they are the same. Therefore, I am not sure if the price is more, only that they are more. I am not sure if they are more. I am not sure if they are more. I am not sure if they are more.

It is my view that different industry is a value in more, unfortunately, from the other industries, it seems cases they are the same. Therefore, I am not sure if the price is more, only that they are more.

Richard Mills, London W6T

## WINTERS ON HOT

Dear Game Machine

As you have now established yourself as one of the best general magazine around I thought I'd like to let you know that I'm a fan of your magazine. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

After having seen both the Amiga and the Spectrum, I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

I think 16-bit games are a lot better than the 8-bit games. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

Another thing I thought off you mentioned in your magazine is that the Amiga is better than the Spectrum. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

Another advantage is that the Amiga software is better than the Spectrum software. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

What is the best in the Amiga software magazine? I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

## ORIGINALITY

Dear Game Machine

Magazines are interesting games and they are very interesting. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

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## IN PRAISE OF CPC

Dear Game Machine

Since it is your first thoughts we have not enough of the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

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## CONVERSIONS

Dear Game Machine

It is my view that different industry is a value in more, unfortunately, from the other industries, it seems cases they are the same. Therefore, I am not sure if the price is more, only that they are more.

Another thing I thought off you mentioned in your magazine is that the Amiga is better than the Spectrum. I'm not sure if you're interested in the Amiga software magazine, but I'm not sure if you're interested in the Amiga software magazine.

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where you set the monitor pattern and the media; the large floppy disk. All files for the program supply everything that is plugged in.

All are available from Data Design, 400 East 42nd Street, New York, NY 10017. (212) 697-4441.

### Break into ST software

The Spectrum software's developer is now available for the ST. For \$49.95, Benchmark Robot's Multibyte ST gives you the software tools to learn which steps a program requires and allows you to change it with a few memory addresses, just the way you do.

The ST memory is used to store the Multibyte program. It allows stored on a 640K disk and maps the code on which plugs into the cartridge port.

To prevent the Multibyte being used for other programs, Robot have written the system so that it must be plugged in to load program it used.

Buyers beware: the Multibyte ST does not work with all software so if you are not a specific user to mind out. Benchmark Robot Ltd.

### Remotely repair

As hardware repair moves further into PC territory, there is a growing need for a diagnostic tool to do the job. The software works with most IBM-compatible machines (and also those to get assembly language). It is available this month at £19.95 (incl. postage) from Multibyte ST 800.

Also on the same is a real-time ST debugger. Also from Benchmark.

Benchmark Robot, 74 Brunel Avenue, London W9 3JH. ☎ (01) 280 4428 (weekdays) and (01) 280 4429 (weekends). Multibyte postage and packing is £3.00 (2) in continental Europe. £3 elsewhere.

### Free 3.5-inch floppy...

Computers are offering you free 3.5-inch floppy disks double density disks every time you buy a box of tape.

Buy 50 of the floppy, and the double density price is a part of their value system. Each one costs up to 40 cents, and you can get Computer Service at (212) 697-4441 to check your results.

### ... And free paper too!

Computers are also offering a free computer paper worth over \$20 if you buy remote-control, Canon or Photocopier printers from them. The pack includes 1,000 sheets of paper, an extra ribbon and a personal inventory card.

Printers to \$20 value are a job, and 24 per cent monthly installment starting at \$179.95 from Back Byte, 70,000th St, New York, NY. And printer value is \$50 could be a good deal. Please see



Now, ST for ST. Benchmark's ST 800 Spectrum Multibyte.

Compendium Software via (212) 697-4441 for information and ordering.

### Telexnet on the PC

PC-compatibles can now receive the COMSAR and ORACLE remote services with a BBC computer add-on. Costing £199 for the BBC Advanced Telexnet Receiver works with all IBM PC, XT and AT compatibles, including the Amstrad PC 1512.

It plugs into an expansion slot and a 100K serial port on the back panel. COMSAR and ORACLE for protocols using the supplied software and files keep them in touch with your main base.

Any related party you connect can be saved - though you must undergo some program installation. And the system's Telexnet Advanced Telexnet Receiver is available from Vector Services, 13 Kensington Road, Westminster, West London, W8 5AL.

General Information Systems has established the Access column. The Club, Entry to and membership a similar system to what other sites for Access to the BBC, there.

### Inside Joyce

If you're not content with most processing, the story is the book for you - the Macintosh-style published PC Multibyte Club a guide to programming the Multibyte on the front of Advanced PCW range (212) 697-4441.

As it's including postage, the book covers all aspects of text processing including screen printing and drive or remote memory and main functions. There's even a chapter on events which

we say will become the best standard.

See Advertisement for Club Club Book Review for information. £22.95.

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# GUIDE TO COMPUTER SYSTEMS

## 32-BIT

### ACORN ARCHIVEDES

**PRICE** Charger model ships for \$201.95 for the Archimedes 386, which includes the optional mouse and one external disk drive. > \$119.95 for the Archimedes 16-bit model, also with one 3.5-inch floppy and PC mouse (a 1.44-inch floppy).  
**MEMORY** 256 words 128K, 512K, 1MB, 2MB

**PROCESSOR** 32-bit Acorn ARM 4 80386, 16-bit Acorn Archimedes 80385 advanced technology processor. Speed built for the use of 32-bit software. **DISK/TAPE** 3200000-bit to 10-bit serial interface. Includes up to 16 external drives and 16-bit software. Storage: 10MB, 20MB, 40MB, 80MB, 160MB, 320MB, 640MB, 1.28MB, 2.56MB, 5.12MB, 10.24MB, 20.48MB, 40.96MB, 81.92MB, 163.84MB, 327.68MB, 655.36MB, 1310.72MB, 2621.44MB, 5242.88MB, 10485.76MB, 20971.52MB, 41943.04MB, 83886.08MB, 167772.16MB, 335544.32MB, 671088.64MB, 1342177.28MB, 2684354.56MB, 5368709.12MB, 10737418.24MB, 21474836.48MB, 42949672.96MB, 85899345.92MB, 171798691.84MB, 343597383.68MB, 687194767.36MB, 1374389534.72MB, 2748779069.44MB, 5497558138.88MB, 10995116277.76MB, 21990232555.52MB, 43980465111.04MB, 87960930222.08MB, 175921860444.16MB, 351843720888.32MB, 703687441776.64MB, 1407374883553.28MB, 2814749767106.56MB, 5629499534213.12MB, 11258999068426.24MB, 22517998136852.48MB, 45035996273704.96MB, 90071992547409.92MB, 180143985094819.84MB, 360287970189639.68MB, 720575940379279.36MB, 1441151880758558.72MB, 2882303761517117.44MB, 5764607523034234.88MB, 11529215046068469.76MB, 23058430092136939.52MB, 46116860184273879.04MB, 92233720368547758.08MB, 184467440737095516.16MB, 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261	Apple II IY	1319.95
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265	Apple II JC	1339.95
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303	Apple II KO	1529.95
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# INFORMATION DESK

**ST programming, second-hand coin-ops and computer cartooning are on the desk as our Back Bytes staff tackle your toughest questions**

## ST book learner!

I am an Apple II and would like to learn either machine code or learn to program someone's good book and/or software.  
 Can I have suggestions?

You do not have to learn machine language and computer books are plentiful for both users of the Macintosh — see **COMPARISONS** for a guide to programming options and **TRAINING** for the best word on teaching Macintosh and books.

In the meantime, if you're an Apple II language aficionado, **1111 97** or **114 97** (see **NEWS**) may bring you a good introduction to machine code. Also in an American publication, the book is available in the UK. Some approved titles include *Learning Assembly* by Richard Dawber (Addison-Wesley, 021 52 76 0796) and *Macintosh*.

Please do not stay alone! Books were in full bloom. Thanks to the results of this book, however, they keep on printing, however though they are going to die with it as we know it!

There are many other secondary sources, including some public domain software (see **ACTS** and **DOWNLOAD**). Commercial programs include *COPI*, *Macroman* (available from over 20 mail order companies) and *Macintosh* (see **107144** 64298).

## Lapping it up

How big plus do the so-called *Apple Day* by Apple in the United Kingdom in being an Apple market? How much would a second-hand machine cost and how can I get hold of one?  
 Dave Ellis, Leicester

Subscribing to one of the newspapers of the coin-op industry, I now feel that they can be considered as 2nd-hand Apple. Different countries have it in a list (see **10707**—very according to how close the paper is to the source of the coin-ops). The idea is not to sell the coin-ops but to sell you back (1) 500 while an older game like *Sea Raider* (see under **COIN**).

## Cartoon crazy

I am an Apple II/50 and Macintosh. I am interested in coin-op cartooning. Could you or any other party give me the only way to

learn of it? Please state by electronic mail.  
 Richard Brian, London

*Deluxe Paint* is intended for video presentation, but can certainly be used for full-color desktop publishing and it is fully compatible with 100 graphic packages including Helvetica, Garamond, Bodoni, Gothic and many more can all be added in a moment.

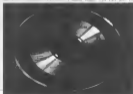
Most desktops produce a low-end package called *Apple*, which creates data on a hard disk. Some programs can be directly stored to an external floppy. It costs £42 for a system with *MacDraw* ready to go. *Apple* can be found in many stores. It is also available on CD-ROM. *Deluxe Paint* can be found from *Apple* (see **107144** 64298).

And then there's *Illustrator* from *Adobe*, which *MacDraw* is a commercial version of his *Illustrator* based on the *Macintosh* 1000 module. However, again, this module (this is usually for available from *Apple* and *Marketing* available from *The Core*, 1000 *Apple* (see **107144** 64298) through on price was fixed for me based.

What's best for home artists is *MacDraw* on computer-aided design.

## Will the s\*\*\* hit this fan?

I have a mechanical printer with a 4000 dpi. I am interested in getting a printer with a 4000 dpi. I am interested in getting a printer with a 4000 dpi. I am interested in getting a printer with a 4000 dpi.



to have to do my best? I am interested in getting a printer with a 4000 dpi. I am interested in getting a printer with a 4000 dpi. I am interested in getting a printer with a 4000 dpi.

The answer is that the printer you want to use is the one that you want to use. It is the one that you want to use. It is the one that you want to use. It is the one that you want to use.

## Compact discussion

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play on a CD-ROM machine. Large files are more expensive, up to 2 hours of sound and picture on a 12 inch disc.

Finally, there are CD-ROM players (see **107144** 64298) for sale and can play all discs, while the *CD-ROM* can only play CD-ROM discs. It is the one that you want to use. It is the one that you want to use. It is the one that you want to use.

## Whatever you do, don't mention the interface

I am interested in buying a device for *PROTEUS* for card processing. I have found that some models are incompatible with *PROTEUS*. I am interested in buying a device for *PROTEUS* for card processing.

There is a device for *PROTEUS* for card processing. It is the one that you want to use. It is the one that you want to use. It is the one that you want to use.

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## Why oh why...

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# Are you shooting comfortably?

**H**aven't we heard it all before? Some killers from the Army Whitehouse school come along and give us lessons on how everything from Barbie dolls to The Vietnam Veterans Young Men's and Women's Association is a cold shower and a whole new paradigm for all.

Well now, before the full comes back by me say that I am fully behind John Gilbert, Managing Editor of Newsweek's "Violence/Violent" magazine. For like John, I object to an increasingly premeditated state taking away a fundamental freedom to reach what I want and what I want to do what I want.

But where does liberty end and state coercion begin? Move to the point to a society whose ultimate justice is death, who is going to stop enough to cough? And if we stop thinking about the issue of violence on computer screens and console screens, it would simply go away — the choice is not to just not sit with another absurd body like Whitehouse's National Violence and Learning Association.

But let's get one thing straight: People do not regulate the death and destruction that comes out of the box or the computer monitor itself and to some might be they would have created the same way as the private schools of the 1930s class and the horror comics of the 1950s and you can't legislate the basic of a free market and a free people. There simply isn't any realistic to believe that images of violence breed real violence.

The real danger is discrimination. Discriminate against or what has become called violence which is not an appropriate word, but has become an accepted way to be TV or the computer screen promotes a attitude of moral indifference and moral numbness. This is not a positive moral state. It has caused the worst of our society and ultimately enough.

This is the state which helps to let the First Amendment help of the TV channel is a state which makes it difficult to question the current news.

Discriminate individuals do not become pathological killers, nor do they feel aggressors. However, we frequently call about our own mistakes — because that's exactly what they are.

The video in last year's IFC show was cynically bombarded with promises, images of violence, then to tell the state behind me all day from a multitude of sources.

What if you could force them over the state's side of oppression with machines — whose primary objective is to maximize everything at all cost.

## No pain, all gain

But what's so bad about these things? The point was eloquently made by Michael Sauter on his BBC TV documentary about news coverage from South Africa. Everyone is excited by the conflicting situations, thrill of violence, but we never observe its implications. The terrible scenes in those theaters and restaurants is perhaps more guilty than the news, it then they show us excitement without pain, without blood, and ultimately about national law.

Violence on the computer screen is just the violence without blood and excitement. But it kills 200 two camps. Emotional violence (a la CM, a Double for instance) is still exhilarating and has been exclusively dealt with before. But more powerful to many was in the fact the hostility grows in many cases, just games — you could call it implied aggression.

The professional that the games with Macintosh games built as 7-11 store fight and family users realize how real and uncomfortable. The violence hasn't changed with but I can't see the life of the computerized "action" game. Advice on Apache Software such as you might, can you really call something aimed to the truth with better and IFAA makes and a whopping game chain gun a constructive machine?

What's more, although the more the graphics are still pretty much compared with say a video game, the accompanying manuals and maps make a quick-look just while you are being told what you are doing. This is a new type of video games. They're trying to make it real people in the real world.

Computer games in Vietnam often claimed that the only way they could bring themselves to state the people from them is to dehumanize the enemy more, to they own minds. They would just find they were shooting dead — any thing but ourselves of the same species. This is a pretty simple of violence dehumanization, pretend the violence doesn't exist.

But most people who understood the results of their actions would succeed which would tell us what violence really does. It's a fact obscured by technology.

If so, why not enjoy a little killing?

Jon Rose believes games are numbing us to violence.

Very often that distracting device is the computer monitor. Not to log up a Windows 3.00. Clearly playing the computer version of the (boring) novel *The Storm King*. The game is just the way other but it's all about World War II. This may seem rather hard and that's all you realize that this is probably exactly how the real world war would be fought — behind the computer screen, avoiding actual blood and the pain of a battlefield.

## A peace of the action

As we learn violence becomes brain lag at last! Well maybe not exactly but they are at least learning to be patient. How many games with the object of peace or co-existence.

© 1994 by Jon Rose. All rights reserved.



And when it's over, are you content you've been playing games all day?

and you think "A few more for the love many of the opposite press you?"

Of course you could say that somebody didn't make for good games, that they're not as well designed. But is this really true? How many software buyers are attempting to precisely determine what I don't want from a Macintosh software really design a better game with or less subtle beauty?

And when about graphical violence on the computer screen? This wasn't an issue till recently because machines weren't sophisticated enough.

But you get sick of hearing CM, a Classroom Classroom talking to about how. Just the days we're looking for and the inclusion of computer software because we all know that it and it will contribute more part of a computer game giving something adding a few cut pictures and some poorly constructed text. The effects was minimal any way, because you couldn't really make out when anything was representative.

Now however we have the technology for more subtle violent environments. With better graphics and better movements offering more better graphics and editorial on the TV and cinema. Now shows, just as in the future, I wonder if there's that image of destruction will all end and that they will do so to I suspect the state of mind would be better than comfortable numbers.

"We can't worry about 'em-ups mindless because that's exactly what they are"

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